Advanced Dungeons & Dragons® 2nd Edition

DARK·SUN™ WORLD

Official Game Accessory

The City-State of Tyr Expanded Edition

by

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Dedicated to the memory of
Curtis Scott.

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Introduction

After a score of days beneath the burning sun, the sight of the great walled city meant trading the stench of beasts for that of beggars. My tongue rasped over my cracked, dry lips in anticipation of the Tyrian ale I'd soon be drinking. The stories heard – slaves freed, Kalak dead, and magic wild in the streets. The truth would soon be known. Such information would fetch a high price with the templars of Nibenay, perhaps an audience with the Most High Concubine of the Palace might even be in order! This was my first trip to Tyr, and I planned to drink my fill of the city.

Some things never change though, like the black heart of a templar. The scrawny vulture at the gate ran his jaundiced eye over our cargo, sizing up the bribe he could extort from "honest" traders. I played the game, passed him some ceramics, and entered the city. A vagrant breeze swirled the dust as we emerged from the Caravan Gate and, when I'd wiped my eyes, a colourfully dressed, wrinkled man stood before me.

"You paid too much," he declared.

"What? Who are you? What business do you have with me?" I asked. I let my hand drop to the hilt of my scimitar to punctuate my point.

"I? I am Ojoba, a draqoman. You are new here, that is obvious. You have business to do and assisting with your business is my business. Many are Tyr's wonders, and many are its hazards. I can help you."

He seemed to expect me to say something. I didn't.

"You will want a place to stay, yes? A place for your mounts? You have no friends here? I am not your friend, but I can help you. I know this city. I know its markets, its inns, its streets. I speak several tongues and know local customs and laws. You want a good price for your cargo. Maybe you have some trade goods that require special handling, away from the prying eyes of the templars, yes? I can help you. You will profit, to be sure. As for my services, I ask only five ceramics for every gold you make. Consider my offer. You'll find none better."

"Five for every gold! You mistake me for a nobleman or a lunatic! I have dealt with your kind before. Even the arrogant bloodsuckers of Nibenay ask no more than one silver a day and a ceramic for every gold and hope to bargain for one or the other. I'll give you five ceramics for the day, what remains of it, and no more."

"Spoken like a true trader," he said, inclining his head slightly. "Obviously you are neither nobility nor a madman, but surely you would not value an associate who would meekly accept a trader's first offer. The sun already begins its descent, so let us not tarry. A silver for the day and three ceramics for every gold each day after this. Include a drink of water and a morsel to eat, and I am at your service."

"A silver and two ceramics per gold, and you feed yourself, draqoman Ojoba. Your first job is to guide us to the market where we might sell our goods. Then you can show me which winehouse boasts the comeliest serving wenches. Have we a deal?"

He smiled then like a zhackal and said, "Yes, yes. These things and more shall I show you; the splendour of the ziggurat, the luxury of the noble quarters, and the mysteries of the city below if you dare. But first we go to the stadium."

"I have business to do, you ugly renk! Are you deaf?"

"Yes, yes, business, but the stadium serves as the market in Tyr, except on festival days. It is there that you'll get the best price. Later to Shadow Square, where your thirst for wine shall soon be sated. You see, you do profit by me already, though not a coin has passed between us."

I shook my head in disbelief as he turned and walked down the thronged street before me. A market in the stadium? What other bizarre things did this trip hold in store for me? A beggar pawed at me, rousing me from my thoughts. I cuffed him on the side of the head and strode on to learn of this strange, unusual city: Tyr.

About This Supplement

Tyr's new mantle of freedom sets it apart from the other city-states of Athas. The city's inhabitants struggle to survive amid anarchy and turmoil. Assassination, revolution, and reformation have rocked Tyr since it was first described in the original DARK SUN® boxed set. From its clouded past to the painful winds of reform blowing through the city, Tyr comes alive within these pages.

Look closely herein at the way Tyrians live – and die. Explore the dark corners in the city, journey to UnderTyr, and travel the hidden ways of the hills and plains that surround it. Examine the powers that be who, with a dagger thrust or a mumbled word, determine the path Tyr follows.

This supplement describes notable personages (currently living and recently deceased), intriguing locations, and adventure hooks for those wishing to explore the city's intrigues.

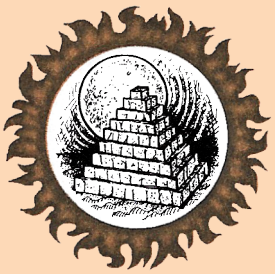
Additional information is included for the DUNGEON MASTER™ (DM™) interested in setting up a campaign in or around the city-state of Tyr. Remember to watch your back or your "mantle of freedom" may soon become a funeral shroud.

Notes on the Expanded Edition

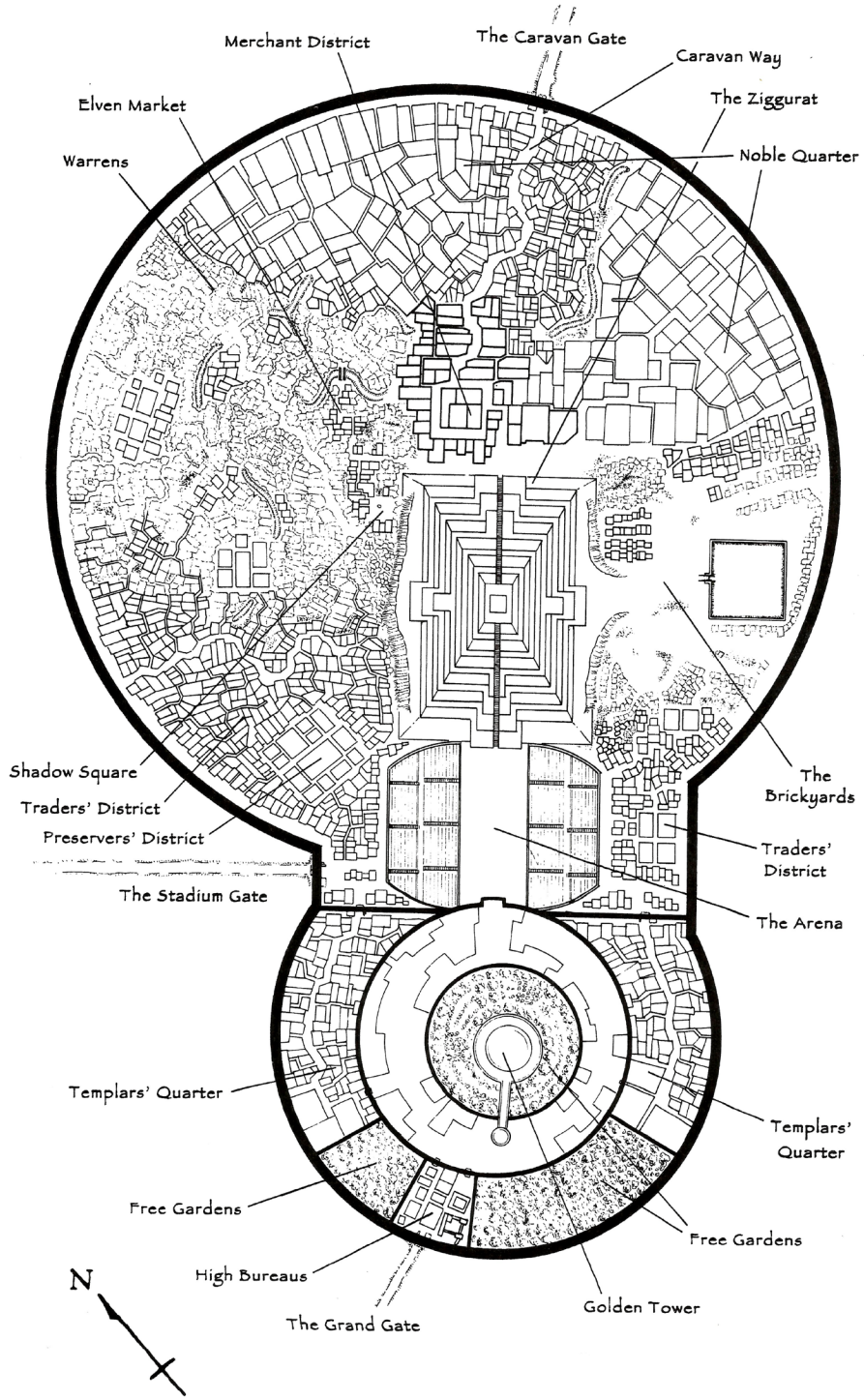
This expanded version of **City-State of Tyr** adds content based on digital documents provided by Walter M. Baas and compiled by Robert Adducci.

This additional material is content that was cut or has differences from the published version of the **City-State of Tyr** accessory as written by Walter M. Baas and Gary Watkins. Some material is from the turnover document while other material was in secondary documents. Editing for basic grammar and spelling was applied to some sections.

Additionally, this expanded version of **City-State of Tyr** adds material on Tyr from other DARK SUN® products. These include **Freedom**, **Road to Urik**, **Forest Maker**, **Veiled Alliance**, and the **Dark Sun Campaign Setting** for D&D 4th Edition.



Free City of Tyr



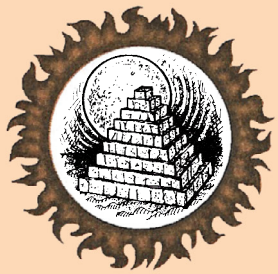
Chapter I: Life in Tyr

Tyr lies in a small valley among the foothills of the Ringing Mountains. Although not the largest city of the Tablelands, it's considered one of the most important due to its political clout, location, and great (by Athasian standards) reserves of iron ore in the nearby mountains. A single caravan trading route connects Tyr to the network of roads that link the major cities of the Tablelands. This is not to imply that elven traders do not use other routes of their own devising, but there is only a single navigable pass for the larger caravans.

Until recently, the city of Tyr had been ruled by the great sorcerer-king Kalak. Following the death of Kalak and the ensuing war with Urik (see **History** below), the people of Tyr have begun the reconstruction of their city amid a storm of change. The government has undergone sweeping reform. Trade and commerce, long neglected due to Kalak's obsession with the construction of his ziggurat, are on the rise as iron once more flows from the mine. The games have begun again as well, now the province of freemen, not slaves, where the only deaths are accidental. Even the more secretive societies of Tyr have emerged from the aftermath with renewed energies.

This is not to say that "all is well" in Tyr. The city still faces an uncertain future. Divergent voices sound within the Council's chambers. Food and water remain scarce, and many have no work or decent lodgings. Mobs of looters and thieves roam the city for, as the saying goes, "Freedom alone will not fill yer belly!" Further, many of Tyr's defenders perished in the war against Urik, leaving the city vulnerable to outside attacks. Whether these changes are signs of vitality or desperation depends on one's perspective.

As a role-playing campaign base, Tyr offers exciting opportunities for the player characters to become involved with the changing life of the city. The economy is quickly evolving from a slave-based system to one that revolves



around free men and women earning their livings. Only time will tell whether the changes now underway will bear fruit or will be swept away by the sands of fate. One thing is sure, the unforgiving world of Athas demands change. Those who adapt, survive. Those who do not are consumed. To appreciate fully the difficulties Tyr now faces, it becomes necessary to review the city's past.

History

The specifics of Tyr's historical development vary with the speaker.

Senior Templar Timor on the History of Tyr

"Templars and the informed public know well the story of how the great sorcerer-king Kalak saved Tyr. Tyr was no more than a barbaric outpost before Kalak arrived. The ruling nobles, rife with greed, fell to fighting amongst themselves and divided the city in civil war. As if that were not enough, the neighbouring cities, sensing weakness, attacked the fledgling city intent on seizing the valuable iron mines. Beset by civil war and besieged on all sides, Tyr had nowhere left to turn.

"In this time of trouble Kalak, a mighty sorcerer and visionary, united Tyr under his power. He brought peace to the city, a peace that was enforced by his faithful templars. Yes, he was a tyrant. His rule was often brutal. What of it? Life is harsh. The strong survive. The weak perish. It is the natural way of things; Tyr and its people are the stronger for it! Without the just rule of the king and his loyal templars, the masses would be little more than beasts scratching at the land for their pitiful existence. Under King Kalak's rule, the squalid warren of Tyr grew into the magnificent city one can see today. The Golden Tower, Kalak's opulent ziggurat, and the gladiatorial arena will stand forever as reminders of his great power."

Matthias Morthen of the Veiled Alliance

"What was Tyr like before that tyrant, Kalak? Not the dusty wasteland that lies before you now, I tell you! Water flowed freely, above the ground. Do you think the channel running beneath the Elven Bridge was carved by some great serpent? No! Not just one, but two rivers flowed through the city in its days of glory.

"In those times, the land was rich and alive with great trees. Fertile grasses carpeted the ground, thriving in the moisture that permeated the soil. Woodlands blanketed the land from the Crescent Forest, which was a swamp in those days, to the Forest Ridge. The people and animals lived in harmony with the land and fed on its abundant fruits. Life was good.

"Then the wars began. Ambitious, powerful men had discovered new secrets of magic. They perverted it to their will and gained vast powers without the studies and sacrifices of traditional, balanced magic. But, there was a cost, a terrible cost. The cost was life. Yes, life, and it was the land itself that paid it! The sorcerer-kings and their defiler lackeys drained the land of its life and used that life to fuel their unholy spells. Great forests were blasted into ash during their vicious battles. The plants withered and perished as their spirits were torn from them. The animals, their homes and food destroyed, soon perished as well. The very land rose in agony, and changed the face of the world. Famine and plague followed in the wake of the defilers. It was a dark time.

"The rivers still flowed, though their drainage systems had collapsed under the weight of the sorcerers' battles. A vast swamp quickly filled the valley. Tyr became a refuge for those displaced by the war. Into this carnage, the Dragon ascended, and the surviving sorcerers sought to establish their own strongholds in the aftermath. Alas, Tyr fell once more to the ravaging hordes of the sorcerer-kings. The defilers needed plants to fuel their magic, you see, and they had stripped the land so relentlessly that there remained only a handful of areas that still supported any life at all. These, in turn, were conquered by the sorcerer-kings, who destroyed the remaining foliage and drove the life-giving water deep underground.

"A new city was built on the carcass of the old, as it had been built on the ruins of the previous city. This is the Tyr we know today. The plants and animals that populate our world are the twisted descendants of their noble ancestors. They survive, like us, because they've adapted to the harsh, unforgiving world we've wrought upon ourselves. Still, the Elven Bridge stands, a mockery of the past and a hope for the future. This is Tyr's bloody history, and if we cannot learn from it, this could well be our bloody future."

Dote Mal Payne, Defiler,
Former Necromancer to King Kalak

"Tyr. Tyr is death, a city steeped in blood. Thousands died building the city, thousands more died defending it. Thousands disappear each year when the Dragon comes. Even more have died in the arena, blood-frenzied fans cheering them on to their deaths. Legions of displaced spirits inhabit UnderTyr and walk the abandoned underground streets... waiting! I have seen them! I know! The future of Tyr is the same as its history... Death!"

Timeline

Today, Tyr fights to rebuild its economy and withstand radically changing politics and social upheaval. Even the lowliest kank-herder has heard of Kalak's death and the events that followed. Post-Kalak Tyr has faced greater challenges than any other city-state in the region. King Tithian and the Council of Advisers passed sweeping reforms, angering the old nobility and bringing hope to the common people. Here are some of the major events in chronological order

1. Tithian appears before the stunned arena crowd holding aloft the crown of Kalak and proclaims himself king. The crowd, reeling from Kalak's life-draining attack and news of his death, accepts Tithian as king. As his first act, King Tithian frees all Tyr's slaves.

2. Agis calls an emergency meeting of the Senate. Following much debate, the Senate passes profound reforms. The legislation is taken to Tithian who, trying to win the senators' support, signs the majority of the edicts without reading them. Later, Tithian is angered by some of the reforms passed, but takes no action, fearing a revolt. The Senate then disbands (under much protest from the older senators) in order to form a new governing body – the Council of Advisers. The Council is composed of representatives including former senators, tradesmen, craftsmen, ex-slaves, and templars. King Tithian approves the reformation, and the new Council.

3. Tithian and Agis devise methods to reopen the iron mines, brickyards, and the markets, and to establish subsistence farming for the disenfranchised. Amid the news of freedom and liberation, it is announced that the armies of Urik are marching on Tyr in order to seize its vital iron mines. Agis, Neeva, Rikus, Sadira, and others march to stop the threat

4. Agis and Sadira, fearing a double-cross on Tithian's part, leave the war with Urik's forces and return to Tyr. The battles goes well initially, but the Tyrian army is eventually crushed in Urik. Losses on both side are heavy. Rikus and Neeva manage to escape with their lives.

5. The mines reopen with paid labourers rather than slaves. Lawbreakers are still sent to the mines as punishment for heinous crimes. The arena opens as a market except during gladiatorial events. Trading companies from across the Tablelands flock to the newly freed city-state to revive old trade routes and establish new ones.

6. Following the war, Tithian becomes a recluse, secretly studying the path needed to become a sorcerer-king. The Council grows in strength, and adopts a policy that any laws, edicts, or reforms passed by them will be sent to reigning King Tithian for approval. If not acted upon within 45 days, they become law. Tithian approves the measure knowing that he will soon begin his "search". Tithian intends to let the Council rule in his absence (better them than another templar) and disband it when he returns as a full sorcerer-king.

7. Rumours abound concerning a levy of 1,000 lives to be paid to the Dragon. Bypassing Tyr, the Dragon attacks nearby Kled, a dwarven stronghold. The defence of Kled by Agis, Rikus, and a transformed Sadira is somehow linked to Tyr's levy to the Dragon. The levy goes unpaid.

8. All the surviving personalities involved in the assassination of Kalak and the birth of "new" Tyr disappear at different times from Tyr, each involved in their individual part of the mysterious "search".

The Government

The King

A new king rules Tyr, but in name only. Tithian, formerly Senior Templar under Kalak, seized the throne immediately following the sorcerer-king's demise. Incorrectly heralded as the "liberator of Tyr," Tithian becomes the first popular king in memory. Administering his post for a short time, he is again mistakenly credited with the defence of Tyr's iron mines against Urik's army. Tithian administers the Council and oversees the passage of a handful of reforms

before embarking upon a personal quest. Tithian departs, assuming no one else knows the purpose of his expedition. The city continues its recovery in his absence, secretly questioning the whereabouts of its errant liberator.

The Council of Advisers

Freedom and anarchy are synonymous in Tyr. Hundreds of newly freed slaves lacked any means of self-determination. Having taken orders since birth, freedom was confusing and frightening to them. Conversely, the merchant populace was greedy for power.

As a result, the first meeting of the newly formed Council drew over 400 attendees claiming to represent various districts or interests in the city. Tithian, Agis, and a few other respected statesmen met to establish guidelines under which the Senate would be dissolved and the new Council formed. This resulted in the Council of Advisers as Tyr knows it today.

The Council that titularly shares power with the king now rules in his absence. Its membership is drawn from all ranks of Tyrian society and includes senators, nobles, templars, tradesmen, and ex-slaves. All told, the Council counts 27 members. It meets two days each week to discuss issues facing the city. Emergency sessions can be convened as necessary.

Nobles holding Council positions include King Tithian (in absentia), Agis, Senators Turax, Vildeen Tyrthani, Trevalis Minthur, Beryl, Dyan, Kiah, Kasenna, Chessia, and Rynn, among others. Rikus and Sadira are considered members of the Council and are free to speak at meetings. Usually 10 to 15 senators attend any Council meeting.

The templars' representatives include Timor, Senior Templar under Tithian; Banther, Minister of the Arena; and Borger, Minister of Mines. On occasion, another templar may be invited by Tithian or the Council to report on matters under the speaker's authority. Also infrequently, Timor will have one of his ministers (higher-ranking templars in positions of authority) sit in for him.

The city's three trade districts each send a spokesperson. They comprise the Guildsmen. Rowen the tailor represents Caravan Way. Xalos, a grizzled old mul stonecutter, speaks for the masons and labourers of the Brickyards district, and Flin the weaponsmith attends for the craftsmen of the Artisans' District.

Freemen send three of their number to the Council: Shivrin the half-elf from the Warrens, Nori from the fields (an eloquent speaker with a knack for cutting to the heart of matters), and Poril, a hulking and unusually intelligent half-giant who serves as an at-large representative.

Templars

The templars continue in their administrative roles despite the loss of their spellcasting abilities. They no longer define the legal system as they once did as Kalak's enforcers, but some templars have found imaginative ways to subvert the laws passed down by the Council to further their own ends. They excel as bureaucrats and have refined collusion and graft into high art forms. Templars are as much a commodity as the iron and grain they regulate. They practice the mechanics of oversight, and those who wish to see the wheels of progress turn must regularly grease the palms of those who turn the wheels. For example, traders wanting city contracts pay kickbacks to the city's negotiating agents. Both merchants in a dispute may bribe a templar arbitrator for a favourable judgment. A politician or petitioner may hire a templar to arrest or detain an opponent on the day of an important vote, while a black marketeer or thief might offer a percentage of his cut to a templar to look the other way. An ambitious templar may even assassinate another of his ilk to gain the favour of a third. There is no end to the scheming that a templar is capable of.

What makes these corrupt templars even more dangerous is that, except in cases of extreme importance to Tyr, the templars sit in judgment of crimes within the city. They investigate, accuse, pass judgment, imprison, or pardon citizens and visitors as they did under Kalak. A well-placed templar can be a valuable ally or a terrible foe. Anyone conducting business or politics in Tyr would be wise to cultivate good relations with this powerful faction.

The organisation of the templars follows hierarchical lines of authority. (The king oversees the bureaucracy and punishes or rewards its work.) The bureaucracy is currently headed by Timor, Senior Templar and Minister of Tyr. Beneath him are the ministers, each responsible for one aspect of Tyr's interests. Each bureau maintains its own security forces and operates independently of others, save that all bureau heads report directly to Timor who,

himself, reports to the Council. The ministers supervise minor functionaries, creating an immense tangle of red tape where corruption, bribery, and backstabbing are commonplace. The bureaus of Tyr's government are listed below. The name of the Senior Templar in charge of each bureau is noted in parentheses.

Administration – (Astini) supervises Templar scribes who maintain records and communication between other bureaus.

The Arena – (Banther) administers stadium functions.

Fields – (Arbistor) responsible for agricultural and farming concerns.

Finance – (Gennet) tax collecting and treasury.

Gardens – (Linder) maintains and patrols the king's gardens.

Mines – (Borger) supervises the operations of Tyr's iron mines.

Public Works – (Caldon) in charge of construction of public and private structures within the city.

Security – (Dark) in charge of intelligence operations.

State – (Hirik) in charge of ambassadorial relations with other city-states and external powers.

Trade – (Finneal) regulates businesses within the city.

Water – (Girias) oversees Tyr's wells and supplies.

Each templar's duties vary by bureau and standing. A templar in the lowest echelon of the Bureau of Fields, for example, may be in charge of handing out the daily bread ration or driving a dung wagon around town to retrieve the contents of chamberpots from the previous night (to be used as fertiliser in the fields). An intermediate templar in the same bureau may collect grain tithes or approve land leases, while a high-ranking Templar may oversee Tyr's grain stores and arrange purchases of additional supplies of grain for the city either locally or through import as needed. Differences in rank in the security bureau, by comparison, might mean night patrols for a low-ranking templar, or arbitrating minor disputes for a medium-level official, and justiciar of the courts for a highly placed templar. (See the **DARK SUN® Rules Book**, page 83, for additional examples of templar duties.)

The City Guard

Fearing a rise in violence during the war with Urik, the Council of Advisers created a police force to patrol city streets. The newly formed "Tyrian Guard," headed by Rikus, works with the city militia to keep an uneasy peace within the walls of Tyr. The "Guard," as it is known, reports to Captain Zalcor who, in turn, reports directly to Rikus on the Council. The Guard's patrols have replaced the templars' street patrols in the investigation and prevention of petty crimes.

A standard unit is comprised of three to five members; novice or retired warriors, slaves, and a seasoned veteran. Poorly equipped and trained, they patrol the outer areas of the Warrens where no templar would set foot after nightfall. When a city guard unit encounters a more powerful force (true more often than not), the militia is contacted for support.

Rikus' militia is a highly disciplined, well-equipped and trained fighting force composed of half-giant warriors and former gladiators. Militia enforcement units are stationed at various points around the city but only patrol the merchant, crafts, and noble districts. They avariciously control the profitable wells and city gates.

Crime and Punishment

Crime has run rampant since slavery was abolished. Murder and robbery are viewed by many as being quicker and easier than finding honest work. Criminals separate citizens (and PCs) from their money faster than a *z'tal* can scream.

Gang and Mob Violence

Groups of ruffians and disgruntled ex-slaves have taken to the streets in some parts of the city, wreaking havoc and committing acts of wanton violence. Unwilling to return to the same menial (but now paying) work they once performed, these former slaves live by their own rules. Rowdy, armed bands wander the streets, attacking and robbing anyone who gets in their way. These groups have battled city folk and templars alike. They flee when the fight goes against them, only to regroup later somewhere deep in the Warrens that they call home to lash out at less formidable targets.

Street Crime

Street crime continues to escalate in Tyr, despite the revolution and new laws in the city-state. Pickpocketing, muggings, and armed robberies are common. New, ingenious twists have been added to crimes to confuse even seasoned templars.

One such form of street robbery is the "chain" theft. This type of robbery occurs when four or five confederates walk through a crowded area in order to prey on the unwary.

The first picks the mark. The second bumps or distracts the individual, while the third cuts or steals his purse. The purse is then handed to the fourth accomplice who walks off at an oblique angle to the crime. Finally, the purse is passed to a fifth confederate, who merely sits inconspicuously holding the loot. If confronted, the actual robber has no incriminating evidence of the crime on his person.

Caravan Raids

The increased demand for goods by former slaves has caused intermittent shortages and steep increases in prices throughout the city-state. Staples as well as luxury items fetch obscene profits on the open market. Inbound caravans arriving to take advantage of the boom would offset the increased demand with greater supply, but fewer caravans are arriving safely. The increased caravan traffic presents a rare opportunity for raiders, for tremendous profits can be made from stolen goods. The thieves now have the luxury of surveying and selecting the choicest caravans to raid.

Smaller trading houses must weigh the increased danger of running caravans into Tyr against the possibility for substantial profits in the free city. Larger houses fear that the influx of smaller trading houses coming to Tyr to establish new trading routes will mean competition that cuts into their profits. Unfounded rumours persist that the larger houses are assisting elven raiders with information on goods being shipped and the protection provided by their smaller competitors. The smaller trading houses may soon be forced to raid larger trading companies in order to compete.

Trade and Commerce

"In Tyr, one maltreated but better-equipped slave accomplishes twice what his well-fed counterparts do in cities like Urik and Balic. The only reason for this is that his tools are better... In war, the advantages of metal are also plain... Often it [Tyr's army] has destroyed an army five times its size that was armed with bone battle axes or even obsidian-edged sabres!"

—The Wanderer's Journal

Iron is Tyr's main export The city's mines southwest of the city represent the exclusive source of iron for this region. The production of iron influences every aspect of life in Tyr. As such, it is carefully guarded and controlled by the government of Tyr through the templars. The sale of iron to trading houses provides needed revenue for the government. Supplemented by taxes, these funds finance city projects such as the purchase of grain and the construction of public works. The city's coffers also provide the wages for the city guard, and enable the templars to maintain comfortable lifestyles.

Tyrian craftsmen fashion the iron into tools and weapons. Iron-sheathed wagon wheels crush stones that would splinter unprotected wood. Metal-tipped spears and arrows bite deeper into flesh. Iron ploughshares cut through the sun-baked soil, making it possible to raise crops in the soils around Tyr.

The templars regulate exports of iron. Knowing the economic and military value of metal, they limit the amount traders from other city-states may purchase. Purchases must be approved by officials in the Bureau of Mines and Commerce. Approvals require a great deal of time and effort, but sometimes can be expedited with a bribe of, say, 10–25% of the shipment's value. Likewise, small amounts of iron occasionally can be purchased on the black market from mine officials looking to line their own pockets.

The templars also maintain a reserve of ingots to barter directly for goods needed by the city; foodstuffs, animals, obsidian, etc. By always having a ready supply, the city can often procure a greater amount of trade goods since the trade precludes the usually lengthy advance notice required for purchasing iron shipments.

Trade Goods

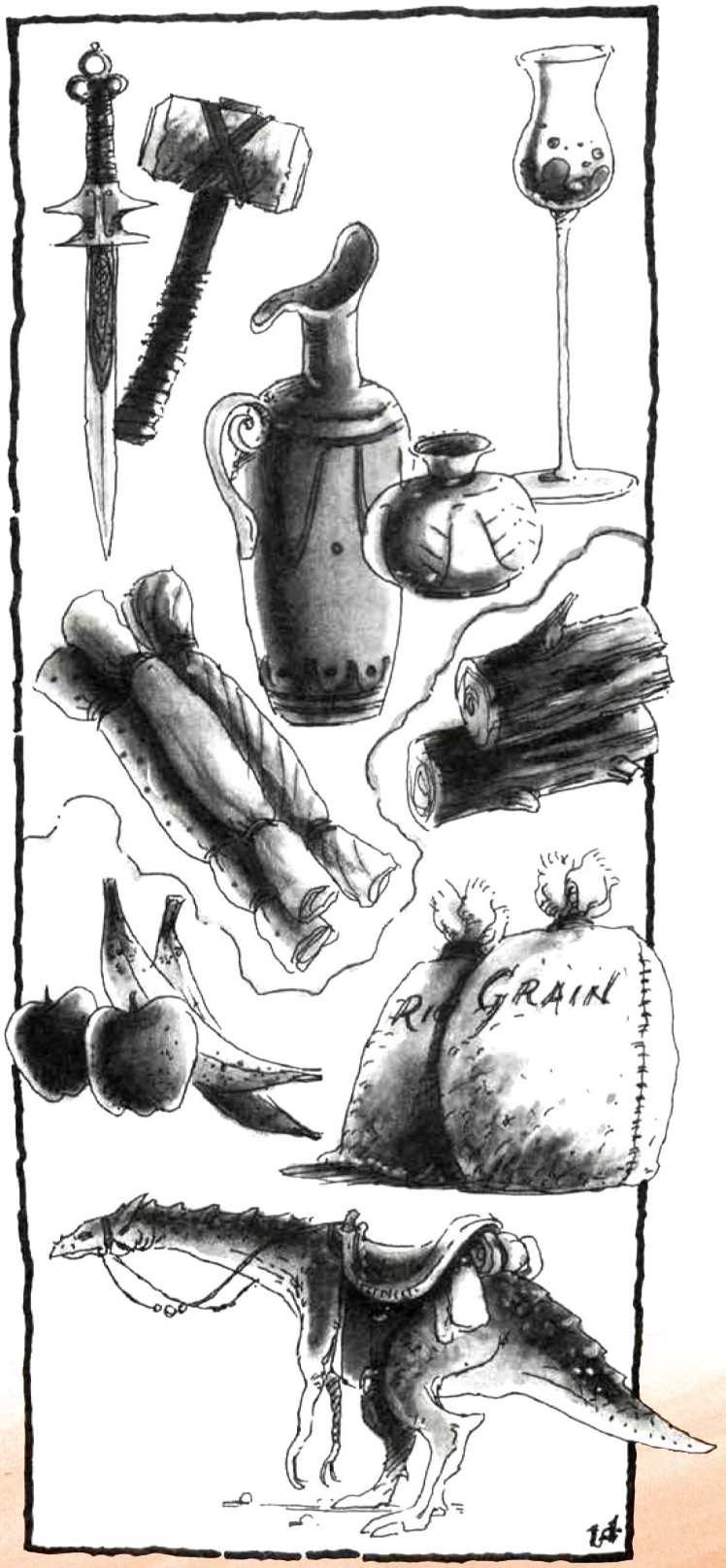
Tyr also exports large quantities of silk from its outlying plantations, harvested from luminous ishi moths raised in dark caves. Faro cactus and cotton plantations provide fibre for textiles, and skilled craftsmen create ceramics and glass from the vast alluvial sands common to the valley. The city's primary imports consist of fruit, wood, and rice. Although all the major merchant houses have emporiums or agents in Tyr, only a few companies actually base their headquarters there.

Not all goods produced in the city are for export A variety of local craftsmen ply their wares and services in Tyr's sprawling tradesmen's districts. Strolling down Caravan Way, a visitor to the city will be assailed by local vendors selling glassware and ceramics, colourful silks and linens, and finely crafted weapons and armour of chitin or bone. Guides, hunters, and beast handlers are readily available for hire as are unskilled labourers of all sorts. A few inns and winehouses offering food and drink to weary travellers compete for space with the varied artisans of caravan way.

Markets

Like many cities, Tyr also has an Elven Market. Although the nomadic elves cannot be presumed to have a "permanent" base in the city, the market itself remains a constant in the urban landscape. Only the merchants change. The bazaar of Tyr lies inside the city walls. Nearly any commodity produced in the region can be found in the Elven Market – for a price. Buyer beware, however, for the elves are notorious for selling inferior goods at exorbitant prices, and swindlers and pickpockets plague the storekeepers and customers of the Elven Market. If a little dishonest business is desired, the elves are ready to provide contraband goods and services to discriminating buyers – again, for a price.

The city's gladiator stadium has become the newest marketplace in Tyr. Small traders, caravaneers, local craftsmen, and some elves from tribes without holdings in the Elven Market make up the bulk of the sellers. People come from around the city to shop the stadium market, which provides a market for sellers without their own shops.



While almost anything can be bought in Tyr, prices of goods vary greatly throughout the city. Honest tradesmen will generally ask book value or slightly higher for their goods. Those along the manicured avenues of the noble quarters will charge more. Characters shopping in the elven or stadium markets will find vendors more eager to bargain. Goods and services in these venues can often be had at a discount. This may be due to an item being "second-hand," or possibly stolen.

This situation is known as a "gray market," and the vendors are referred to as "gray traders". Elven raiders, for example, can sell their ill-gotten gains for less, because they didn't pay for them, they stole them. What's more, it is in their best interest to sell their booty quickly in order to avoid discovery and possible retaliation from the trading houses whose caravans they plunder. This can provide characters with a good deal or mark them as targets, depending on the whim of the DM.

A "black market" deals in contraband. Items like spell components, iron, water, and slaves are traded on the black market. In Tyr, the most common place to obtain illegal goods is the Elven Market. Characters trading on the black market must constantly be on guard for dirty deals and double crosses. Prices run high and so does the risk of imprisonment or death. Another body in the alleys of Tyr won't raise any eyebrows. There are no rules and no higher authorities to appeal to in the dark alleys of Tyr where the shadow traders dwell.

Water

In Tyr, as on all Athas, water is life. Scholars claim that long ago, great rivers of water flowed from the mountains through the city. Legend has it that it was a confluence of these rivers that determined Tyr's location. The scars in the land made by these rivers can still be seen today. Although no surface water can be found, Tyr is very fortunate to have a well-guarded, abundant water supply. Tyr sits atop one of the deepest, oldest aquifers in the Tablelands, an area far underground where water has been trapped beneath the sand and stone. Sages speculate that it is the water that once ran across the face of Athas that has moved deep underground. Cynics fear that the waters will eventually move so far underground that wells will not reach them. The truth may only be known to the Dragon.

For now, obtaining water is relatively easy. Seventeen public wells pierce the Athasian desert within the walled city. For additional protection against night raiders, no public well is located within 100 yards of the city's walls. Each public well is guarded and maintained day and night by the templars. King Tithian and the Council have decreed that each individual in the city is entitled to one hand-carried container of water each day. Citizens and visitors may only draw the free water during the first few hours following sunrise. Otherwise, a ceramic bit is charged for each hand-carried container of water drawn. Anyone caught hoarding water (visiting more than one well in the morning or repeatedly visiting the same well in disguises, etc.) or digging a well without permission from Girias, Minister of Water, faces stern punishment. The usual punishment consists of being staked out under the hot Athasian sun from dawn to dusk. If the perpetrator survives, his crime is forgiven and he is released. Malicious attempts to poison, pollute, or introduce foreign or harmful substances into the water supply are met with harsher measures. Saboteurs are branded as traitors against the king, the city, and its people. Previously, such felons would face death in the arena. Current laws dictate public execution and the confiscation of all possessions and property as restitution to the city-state.

Several private wells also exist within the city. Most of these are found within the King's Gardens, but a few are located in the Nobles' Quarter. These wells are almost always guarded by traps or terrible creatures; some few contain cistern fiends (**Dark Sun Monstrous Compendium III**, page 63). These horrid creatures discourage anyone who might attempt to steal water from the private wells.

Each city well is guarded by a templar and one or two guards, often half-giants or former gladiators. They receive a small sum plus all the water they care to drink for their service. A slightly larger patrol travels in a randomised route between the wells. This patrol is designed to keep individuals from attempting to take control of a city well.

More water can be made available to businesses or merchants as needed. These needs must be approved by Girias, Minister of Water. His job is to assure proper maintenance of the city's wells, oversee sewage and disposal of city waste, and to approve sales of water to traveling merchant caravans sufficient for their personnel and mounts. Girias also ensures that water is not hoarded and that substantial amounts of water are not obtained purely for export by any of the trading houses.

Most public wells in the city of Tyr are surrounded by three-foot stone walls. These barriers are designed to keep sand and other debris from falling into the well. Well mouths vary from three to six feet across. Beside each well is a square, open trough for watering animals, usually four feet wide, three feet deep, and from six to ten feet in length. A woven tarp or animal skin stretched on supporting poles protects the top of the well and the holding trough from the blazing sun. Attached to one of the sides of the well is a device for drawing water from the well. This apparatus often consists of a weighted ceramic vessel connected at the top by a rope of woven giant's hair. The weighted vessel is lowered via the rope into the well. Once at water level, the vessel submerges and fills with the precious liquid. The heavy vessel can be raised hand over hand by very strong individuals. Pegs are sometimes mounted on the sides of the well to assist weaker individuals.

Chapter 2: Environs of Tyr

A wide, shallow valley surrounds Tyr like a sinkhole in the mountains. Through the heat shimmer, a traveller can just glimpse the great ziggurat and Golden Tower of Tyr rising above the city walls.

To the north and east of the great city are the sprawling estates of Tyr's nobles and higher-ranking templars. Fields of faro and gray cotton stand in regimented rows along the fertile (by Athasian standards) bottom of the valley. Other plantations provide gladiatorial training grounds and holding areas for vicious animals or monsters captured for the arena. While slaves used to form the pool of gladiators, those nobles still interested in the games train teams of free gladiators for the no-longer-lethal arena. Private soldiers patrol the nobles' lands to ward off raiders and dangerous beasts while labourers toil beneath the burning sun to bring the crops to harvest. Several paths and small roads run between and around the various estates, converging in a common road that leads to the Gladiatorial Gate.

The area west of Tyr is largely unsettled. Locals call it "the poison land". A defensive hedge of deadly a'nor plants and smokebrush encircles the perimeter of the lower node of the walled city (that area that houses the templars' quarters and king's gardens). The toxic hedge, known as "the barrier", wards the area near the Grand Gate, through which valuable iron shipments pass from the mine.

A buffer of azure burrgrass extends 20 feet between the barrier and the road approaching the Grand Gate. Azure burrgrass, golden smokebrush, and the deadly a'nor plant were natural choices for the barrier because of their malevolent qualities. (See the **Dark Sun Monstrous Compendium III**, page 250, for descriptions of these plants and their defensive properties.) Under Kalak the barrier served two purposes: first, to hinder anyone from entering the city on foot except at the three major gates; secondly, to give Kalak a tremendous source of power to fuel his defiling magics. Beyond this are isolated patches of rockstem and stunted cactus.

Farther out, where the valley's walls rise in knotted ridges to meet the Ringing Mountains, a scrub plain covers several miles of landscape. Herdsmen sometimes forage among the sandy-root trees there, but not overly so. Druids of the scrub plain watch the area and kill those who damage the local environment.

Grazing is permitted provided it doesn't outstrip the land's ability to regenerate the foliage lost. Predators prowl the thickets, though, and losses are high to animals and herdsmen both!

The herdsmen of the Tyr valley primarily drive herds of erdlus and *z'tal*. A nearby plantation raises large numbers of kips as well. The owner supplements their foraging with regular shipments of garbage from Tyr. The erdlu, *z'tal*, and kip are described in **Dark Sun Monstrous Compendium III** so will not be detailed here.

The road to the mines curves southwest from the Grand Gate, skirting the foothills for eight or nine miles through the southern Tyr valley. The ground grows steeper then, the road becoming more twisted as it weaves its way through boulder fields to end at Tyr's mines. Here, that most precious metal, iron, is wrested from the bowels of Athas at great cost, both in terms of gold and of men.

The Iron Mines of Tyr

The iron mines of Tyr are the largest of their type in the Tablelands. The presence of the ore was one of the principal reasons Tyr was established only two days' travel from the mine. Death has always been associated with the mines. Miners die from unexpected cave-ins and the natural hazards of the mines. Still others die from the "hej-kin's curse".

The "curse" takes one to three men a month. A worker who felt fine the day before may suddenly feel weakened. Some days or weeks later, he might suddenly keel over dead, a victim of the alleged curse. Miners believe ancient hej-kin cursed the caverns, but the truth lies locked within the stone itself.

Unknown to the workers, the ore is of an arsenide type. The narrow eighth-of-an-inch red vein is surrounded by strata of poisonous arsenic deposits. The arsenic penetrates through all the workers' cuts caused by working with rock and stone. Undetectable, arsenic builds up in the body until achieving lethal dosage. A mineworker must make a successful saving throw vs. poison once per month or feel the poison's effects. If the saving throw is failed, the victim loses a hit point per turn until death occurs. A *slow poison* spell delays the effect, while *neutralise poison* negates the poison. A select few of the templars have guessed the ore's peril, but keep it a secret under penalty

of death. Hiring priests to cure the afflicted men would prove much too costly, and would reveal the problem to all. Life is cheap on Athas, iron is not. Regardless of the danger, the red ore represents Tyr's lifeblood as the city's most important trading commodity.

Recently, Urik sought to take advantage of the chaos following Kalak's death and seize the mines, but Urik's armies were repelled by the gladiator hero, Rikus, and his warriors. Although closed for a brief time, the mines have reopened and are functioning normally again. The temporary closure of this important Tyrian asset nearly bankrupted the already troubled city.

Hej-kin raids have plagued the mines. The subterranean race dwells throughout the natural catacombs that riddle the foothills and nearby mountains. The hej-kin consider the ground sacred and mount sporadic attacks against those who defile their homelands. Some speculate the opening of the mine was once a hej-kin cavern home, although this remains largely unproven.

The mine gouges the foothills of the Ringing Mountains south and west of Tyr like an open wound. A single narrow mountain road accesses the fortified site. Three guard outposts border the road at half-mile intervals from the mines. Each outpost consists of a small pair of buildings: one set against the mountainside, the other perilously close to the exposed drop. Brambleweed walls surround each outpost while the trunk of a stout brambletree blocks the road at waist height. The trunk lies in an L-shaped slot fitted into each of the two buildings. A combined strength of at least 40 is needed to lift the massive tree trunk from its resting place. As one approaches the mines, each guard post contains twice as many guards as the last. The smaller, first station maintains 10 guards and two "runners". All the guards are armed with metal weapons.

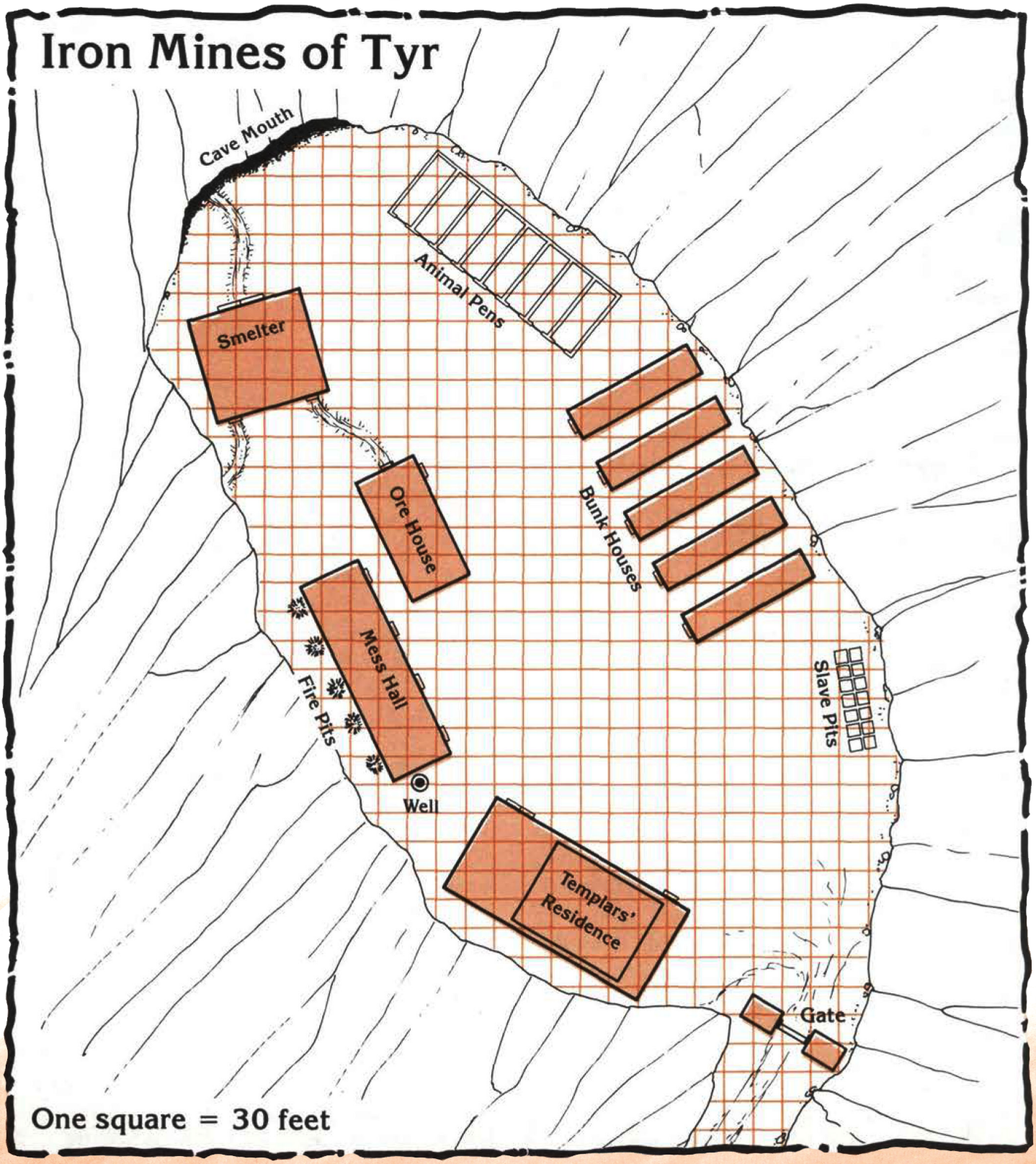
Passing the third gate reveals the mining compound. The camp occupies a plateau shelf 550 feet wide by 1,000 feet long. The mountainside rises 500 feet above the plateau, providing a natural barrier against attack. Opposite the mountainside loom sharp precipices, dropping thousands of feet to the valley floor below. The mine's gaping mouth faces the compound's gates. The entrance rises 30 feet high, spans 65 feet at the base, and is cut in the shape of a dark hemisphere against the vertical rock face.

To the right of the opening is a series of large cages, designed to hold erdlu, kank, and heavy crodlu. Erdlu occasionally pull small carts, but serve primarily as a food source. Kanks are teamed in twos and fours to pull ore carts and used extensively in the mines, especially in areas where the tunnel height slopes to under five feet. Honey globules produced by the kanks provide additional food for the compound. Heavy crodlu pull the large ore carts.

Beside the animal pens are a series of bunkhouses, originally designed to hold slaves, now modified to house paid workers. A row of covered pits, closest to the road on the right, were once used as holding cells for disobedient slaves. They now confine the more dangerous criminals who are sent to the mines as punishment. To the immediate left of the camp's entrance stands the opulent, two-storey residence of the templars who still oversee the daily operations of the mines. Each templar is assigned 25 guards, and remains responsible for their actions. The guards share compartmentalised sleeping quarters on the ground floor, while the templars reside in the lavish apartments located on the second storey.

A large building to the left is used to store and prepare food. Positioned between this building and the precipice are a firepit and kilns. Cooks prepare meals for the entire camp. The orehouse stands closer to the centre of the compound. This massive, thick-walled, square building stores smelted bars of iron until they are transported to the city. It is constantly guarded on all sides, especially the roof. The smelter stands to its left, towards the mines. Fires burn in the smelter day and night, separating the iron ore from the red rock. Spent tailings (useless rock) are discarded down the mountainside, creating an immense rubble field that sprawls 1,000 feet down the steep slope. Rutted paths connect the smelter to the mines' entrance. Carts holding raw ore rest in these ruts as they await the smelter. There are two sizes of carts: the large carts carry a half ton of ore and the small carts hold 500 pounds.

The templars who run the mine hire four types of workers: guards, haulers, carriers, and miners. The guards' duties are straightforward – they keep tempers from flaring between workers, monitor all who come and go in the complex, and protect the templars. Their chief duty, however, is safeguarding the mines and the ore. There are never fewer than 200 guards at the mines at any time. This is a well paying but difficult job, as no amount of bribery can secure a position as guard; they are strictly hand-picked by Borger, Minister of Mines.


Iron Mines of Tyr
Cave Mouth
Animal Pens
Smelter
Ore House
Bunk Houses
Mess Hall
Fire Pits
Slave Pits
Well
Templars' Residence
Gate
One square = 30 feet

Haulers work with the various beasts, bringing cartloads of ore from within the mountains. It is their job to work the creatures tirelessly and maintain a flow of raw materials to the smelters. Because of the expertise needed for the job (non-weapon proficiency: animal handling) a hauler can expect to receive up to a silver a week for his work.

Carriers have the backbreaking task of bringing ore-bearing rocks to the haulers' carts. They collect loose ore into coarse bags of giants' hair to be carried or dragged to the carts. This job is often assigned to criminals serving out sentences in the mines. The pay for non-criminals is two ceramic bits a day plus room and board.

Miners perform the dangerous job of loosening the ore from the reddish rocks. Few veins are large or easy to mine. Most appear as eighth-of-an-inch narrow bands in the rock. Newer excavations are always the most dangerous. As the miners delve deeper into the vein, the composition of the overhanging rock can change. Problems occur when the rock above the ore is softer than the surrounding stone. This formation will not support its own weight, and frequently collapses, causing cave-ins. Miners receive extra compensation for working in newer digs. Tyrian miners prefer picks, hammers, or large two-person gouges for their work. Miners who work the new digs receive up to five ceramic bits a day, while others receive one to three.

When sufficient ore has been smelted, the mining templars send word to Tyr, and a heavily armed Royal Caravan travels to the mines to retrieve the ingots. No one has ever successfully raided a Royal Caravan transporting iron. Fear of Kalak's retribution helped prevent raids in the past. At the present time, under the reign of Tithian, the caravan's guard will be even more formidable due to the Tyrian king's lack of spellcasting abilities.

Role-playing Note: Care must be taken if a group of player characters decides to attempt an assault on the Royal Iron Caravan. Not only will the caravan be heavily guarded by warriors, but psionicists and a hired priest or two will be along as well. Should the player characters be successful, great care should be taken in consideration and explanation of the social, political, and economic ramifications the theft would cause. The loss of the precious shipment would almost certainly push Tyr closer to economic collapse. An influx of large amounts of raw iron could easily cause the collapse of any smaller local economy. King Tithian and the Council of Advisers would have no alternative but to send Tyr's militia after the thieves. In addition, none of the member groups in Tyr would attempt or approve such a theft due to the backlash against their organisations. If the PCs attempt to sell the iron in another city-state, the reigning sorcerer-king or queen would confiscate the material and put the thieves to death to ensure that Tyr would not assume conspiracy and withhold future shipments to the city-state.

The mines offer ample opportunities for characters to meet an early end. Each day there is a 1 in 20 chance of an unusual event happening at the mine. If an event occurs, roll on the table below:

Iron Mine Random Accident Table

Roll 1d10	Result
1–2	Cave-in
3	Cast out
4	Mad kank
5	Fight
6–7	Accident
8	Natural cavern discovered
9	Spy discovered
10	Hej-kin raid

Cave-in: PCs are trapped. 4d10 damage from falling rock, halved if Dexterity check is made.

Cast out: PCs are thrown out of the mines for an indiscretion, and face crossing the desert without food or water. Tyr, the nearest city is over two days away. See the **Dark Sun Campaign Guide**, page 219 for rules on dehydration.

Mad kank: Creature goes berserk for unknown reason and attacks PCs (1d6 damage per attack).

Fight: Tempers flare within the mine. The fight escalates to include PCs and 3d4 warriors of 1st to 3rd level.

Accident: An ore cart may break away from its harness, a bag of ore might fall on a character, loose rock might fall, etc.

Natural cavern discovered: Miners strike a natural cavern and the PCs are sent in to explore.

Spy discovered: An agent for one of the other city-states is attempting to map the iron mines for possible attack or sabotage. The spy may attempt to trick or coerce the characters into assisting him or her in some way.

BATTLESYSTEM™ Units

The Royal Iron Caravan never travels with the same defensive configuration twice, to keep raiders off balance. It always contains the following plus additional troops:

1 templar overseer, 1 templar centurion, 4 heavy charioteers, 6 light charioteers, 1–2 clerics of 9–12th level, 1–3 psionicists of 8–12th level, medium kank or crodlu cavalry, templar heavy infantry, and templar archers.

Additional water wagons are always taken as part of the supply train. A week before traveling to the mines, troops prepare for the trip with additional drills and attack formation practice. (Additional information on individual units may be found in the **Dragon Kings** supplement.)

Agriculture

Southeast of the city, parched faro fields are tended by former slaves who receive 40% of their crop as payment. Each farmer also receives a 40% stake in the land. By order of the Council, any person who works the land for 10 years takes title to the land, although an annual 20% tax is payable each year thereafter. If the farmer takes only 20% of his grain allotment, he gains ownership in five years. The city retains several fields, particularly those abutting Tyr's wall, maintained by labourers for two bits a week. Petty criminals and debtors also often serve their sentences in the fields. Thus, the city provides a constant, if meagre, supply of grain for its inhabitants.

Many of the Council's reforms have fuelled the radical transformation that farming in Tyr has undergone. Under Kalak's reign, noble houses controlled great shares of land farmed with slave labour, growing succulents, wild grains, and cactus fruit. In abundant years, surplus crops enabled the export of small quantities of produce to neighbouring city-states in exchange for other needed goods. In lean years, a portion of the slaves would be sold to other city-states or taken to the gladiatorial arena to die as a form of entertainment for the masses rather than face starvation.

Following the fall of Kalak, the Council and Tithian created farming areas for the people of Tyr. The edict set aside an allotment of farmable land for individuals willing to work it. This provided individuals the opportunity to grow enough food to survive, and if cared for properly, a surplus to be sold for profit. Noble plantations were down-sized by 20% in order to create the additional farmlands for Tyr's people. Nobles also were ordered to either pay employed workers for their time in the fields or remunerate them in some way (eg, food, clothing, etc).

Some landowners chose to sharecrop the land with their new workers. Sharecropping means that the people who work the land receive 20% of product grown on the land while the landowner receives 80%. In return, the landowner supplies water and tools to work the land, transports produce to market, and is also responsible for obtaining a fair price at market for the goods.

Landowners who adapted to the changes have done well in keeping their lands productive. Many landowners and nobles, however, were appalled by the slaves' emancipation. They refused to go along with the edicts and let their farmland lie fallow, thinking the reforms would be short lived. Now they are finding it difficult to maintain their standards of living as the laws remain in force. This arrogance has contributed to serious food shortages. Many are trying to re-establish their crops at great expense.

Native Farming Plants of the Tyr Region

Bulis

The bulis berry has a hairy, thick brown skin that makes it difficult to peel. The small, sweet, purple centre can be consumed or made into wine. The dark blue-purple wine has a sickly flavour and is often mixed with water. Great quantities of this beverage are consumed in Tyr.

Cotton

Much of the fabric produced in Tyr uses cotton raised on the plantations outside of the city. Athasian cotton does not require much water and is a very hardy crop. Its main drawback is the backbreaking labour required to harvest it.

Faro

A twisted cactus grown as a cash crop by many of Tyr's nobles, faro grows as tall as a man, with scaly stems that rise into a tangled crown of needle-covered boughs. Faro trees blossom once a decade. Each piece of the sweet delicious fruit is worth as much as the tree. Faro needles can be harvested several times every year, and command a high price per bushel. The needles can be ground into a fine, nutritious flour that is often used in baking.

Grall
A squat, thorny cactus that does best in rocky areas, harvested for its fruit. It produces two to three bulbous fruit every three months. These fruit can be eaten raw (they have a strong, bitter taste), but more often are fermented for use in a strong local brew, cactus blue ale.

Neep
A thick root vegetable, the orange-coloured neep has a bland flavour and is often prepared mixed with other food rather than eaten alone. The sparse, hairy leaves that sprout above ground can be used as fodder.

N'ku'ru'ma
A waist-tall mallow plant that produces mucilaginous green pods. The finger-sized pods are protected by short, fine needles that must be removed before preparation. When roasted over an open fire, the pods take on a slightly-sweet flavour.

Oleracea
A succulent leafed plant that is a staple vegetable in the region. The dull yellow, finely incised leaves grow in a small fan near the ground. Oleracea leaf can be eaten raw or cooked with meals. The leaf is nutritious but flavourless.

Scuppernong
The silver scuppernong is a hearty, rough-skinned berry that grows on small scrubby bushes. The berry is eaten alone or fermented to produce a silver-coloured wine. Though beautiful in appearance, the wine tends to be thick and slightly bitter. The full body of the liquor makes it a favourite among elves.

Chapter 3: The City of Tyr

City Culture

Architecture

The architecture of Tyr reflects the attitudes of its citizens. The buildings are austere, designed for functionality with spartan ornamentation. Wide doorways permit the rare breezes to enter. Window glass is rare, but large band windows inset high on the walls allow the dry wind in. Buildings are adobe (dried-mud bricks) squares built against adjoining structures for support. Two-storey dwellings and establishments are not uncommon. Tiled, sand-packed bricks, or hardened dirt floors are the norm. A standard adobe wall will withstand 50 hit points of damage before breaking in pieces.

Furnishings

The minimal furnishings of most dwellings are hard and square, not soft or rounded. Stone tables and benches are oft-times inset into the interior walls of a building. Seats made from the chitinous exoskeletons of kanks, wrapped in erdlu hide or cushioned by jankx pelts, are common.

Illumination

Buildings are lit by torches mounted in sconces high on the walls. Torch vents are frequently cut into the walls to let the smoke and heat escape the room. Candles made of boiled tembo fat are also used. Rare scented oils are burned for illumination in nobles' residences and the more costly houses of pleasure.

Refreshment

Water is life on Tyr. Cool well water is served throughout the city at little or no cost. Broy is another favourite. This intoxicating beverage, derived from fermented kank nectar, sells for a couple bits per mug, either spiced or unspiced. Cheap, heavy ales are served warm and are as plentiful as erdlu dung (some with similar flavour). One of the best is blue cactus ale made from the grall cactus. Local silver scuppernong and dark blue-purple bulis wines are favoured by the working class and cost a ceramic per jug. The nobility part with a silver for the tart, dry, golden Asticles wine.

Foods

Meat is the staple diet of Tyrians. Boneclaw, erdlu, jankx, kip, and z'tal skewers served with a stack of unleavened bread is daily fare. The expense for such a meal is one or two ceramic bits. Mekillot steaks or inix tail make excellent dining for those rich enough to afford several ceramics for a single meal. Exotic meats such as cha'thrang or cloud ray are mouth-watering, but rare and expensive. Erdlu eggs, kank nectar, and filtered jalath'gak-blood nectar are readily available at most eateries for several ceramics each. The fields outside the gates produce a variety of vegetables and succulents that are consumed alone or in combination with the foods mentioned above.

Lodging

Travellers are free to camp beyond the fields outside the gates. There is no protection from bandits, raiders, or night creatures here, so only the destitute choose to stay there. The Warrens are the cheapest place to sleep inside the city. An abandoned building (if one can be found) will provide adequate housing as long as guards are posted. The Warrens also house the least expensive inns in the city. For as little as a ceramic per night, a traveller is welcome to share the floor with the local vermin. Robbery and murder in these inns are the rule rather than the exception. Adjoining the Warrens, Shadow Square and the trade districts offer better accommodations. A ceramic piece or two per night rents a small sleeping room. Security is questionable, and no one ever leaves anything of any importance in the rooms. The trade and merchant districts provide decent lodgings at a fair price for traveling artisans and craftsmen. Rooms or houses in the nobles' district begin at a silver a day.

Stables

Indoor pens constructed near the city gates oversee travellers' creatures while their masters are in the city on business. Small pens for riding and pack creatures cost a ceramic per creature per day. Heavy crodlu and inix require more space and feeding, and cost several ceramics to a silver a day. Most stables will not handle mekillots or other giant creatures since special handlers are needed, and their fees begin at several silver pieces per day.

Dress

In the Athasian heat, the less worn the better. Modesty is not an issue, but some form of clothing is always worn in public. Most residents wear a loose-fitting cotton tunic gathered by a belt at the waist. Others wear loincloths and vests. Experienced travellers know of the importance to shield one's skin from the blistering sun. Light gauze or silks are oft-times draped over heads and across one's arms. Turbans or other light headgear are worn. Nobles tend to remain inside during the day, their finery only seen at dusk.

City Emblems

The former emblem for the city of Tyr was a golden star on a purple background or, occasionally, Kalak's profile. These have been defiled since Kalak's demise. The broken mosaics and drawings are now targets for children brandishing crude weapons or garbage. No new emblem for the troubled city has been developed.

Tradesmen's Districts

Tyr contains three legitimate tradesmen's districts (apart from the Elven Market and Shadow Square). Each area provides an assortment of goods to a particular segment of Tyrian society.

The Caravan District

The Caravan District extends from the Caravan Gate to the Merchants' District along Caravan Way. The shops here sell goods targeted at visitors and travellers. The raspy-voiced vendors yell to passers-by to examine their "fine" wares. Practically any mundane item can be found in this district, although prices are generally higher here (10–20%) than in the rest of the city.

1. The Caravan Gate

Trading caravans enter the city of Tyr through this ancient portal. Loading and unloading is done in an area of hard-packed dirt to the right of the gate. Other merchants wait on the opposite side of the road to load or unload. The enormous gate may accommodate fully loaded wagons or carts (smaller than argosies) that generally pass directly into the city before unloading at a trading emporium or one of the city's markets.

The massive gate consists of two large doors, each 10 feet high and nearly as wide. Constructed of rough-cut agafari timbers, banded together with weathered mekillot hide and rusted studs and hinges of iron, the gates open onto a tunnel that passes through the city wall. Just inside the wall to the left of the road rests a monstrous block of stone. In times of war, the gate is barred and a templar or defiler *levitates* the stone using arcane magics while half-giant guards pull it into position to seal the tunnel. There it remains until the war ends.

The gate is always manned by a 1st- to 4th-level templar and two half-giant warriors of similar levels. The templar records the names of merchants or foreigners entering the city, asks their reason for visiting Tyr, and collects a tariff that varies depending on the size of the caravan. The templar will sometimes inflate this amount by 25–100% to line his own pockets. The tariff rate is 5 cp for each erdlu or crodlu, 1 sp for each inix or kank, and 5 sp for each mekillot in a given caravan. Small wagons (1000- or 2500-pound capacity) or other transports receive a toll of 5 cp, while the tax on larger wagons runs 1 sp. (How much the templar attempts to extort depends on his estimate of what the trader can afford, as well as his general disposition toward the individual(s) involved. Adventurers may attempt to bargain, use psionics or *suggestion* spells to influence the gate templar. Discovery of deception means a stiff fine or incarceration, though.

2. Caravan Way

Caravan Way is the main thoroughfare through the trade districts. The broad avenue grants mounted riders the room necessary to manoeuvre through clusters of pedestrians and street vendors hawking their wares. Caravan Way meanders through the Caravan District into the Merchants' District where it circles Iron Square.

The shops bordering Caravan Way cater to merchants and visitors to Tyr. They possess the widest variety of merchandise available in the city. One shop may offer leather goods – waterskins, harnesses, cargo covers and such – while another displays suits of chitin armour and barding, and so on.

3. The Draqoman Station

A placard with a stylised eyeball, ear, and lips impaled on a spike hangs as a standard just inside the Caravan Gate. This is the rendezvous point for draqomen. A draqoman acts as a guide/interpreter/agent for visitors and businessmen newly come to Tyr. (See the description of the draqoman kit in **Dark Sun Campaign Options** for details.)

4. The Lepidoptery

Once a breeding house for Tyr's fabled ishi moths, the Lepidoptery was abandoned when the silk trade outgrew its modest premises. Even though the building has spacious cellars, the moths needed more space and were moved to their current abodes. For some years, the Lepidoptery fell into ruin but has since been acquired by the Bureau of Security, who use it as a safehouse and observation post for those coming and going through the Caravan Gate. At times, the building is also occupied by agents of the crown of various types, from templars to enlisted men to adventuring parties working for the city-state.

5. Grik's Weaponry

Grik's weapons shop lies a few doors down from the Caravan Gate. Those who know weapons often seek out the gap-toothed mul to fill their needs. An ex-gladiator, Grik sells finely crafted weapons at only a slight markup (10%). Erdlu-claw daggers, obsidian-tipped javelins, bramble-tree clubs, as well as metal weaponry of all sorts can be found within the cluttered, two-storey shop during daylight hours. The walls of the building's first storey are constructed of uneven blocks of sandstone, the second floor being composed of sun-baked bricks. A massive stone door seals the entrance after hours. There are no windows. A stairway behind the counter at the back of the shop leads to Grik's living quarters upstairs.

Grik is assisted by a grizzled dwarf named Murd, his former arena partner. Murd's mind was largely destroyed in a gladiatorial match, reducing him to little more than a feral animal. Now he spends most of the day sitting in Grik's shop sharpening blades, leaving only occasionally to roam the town. When in the store, he glares at customers, growling the entire time they remain in the shop.

His manic fascination with blades provides some benefit to Grik. Not only does Murd discourage thieves, but he has a knack for honing edges to an uncanny sharpness. Any edged weapon purchased from Grik has a +1 damage bonus for the first five successful strikes made with it, thereafter it reverts to doing normal damage.

Grik

7th-level Male Mul Gladiator, Lawful Neutral

AC 17 (braxat hide)	Str 19
Movement 12	Dex 14
hp 68	Con 18
Attack +10	Int 12
#AT 3/2	Wis 15
Dmg: 1d8+6 (steel long sword)	Cha 11

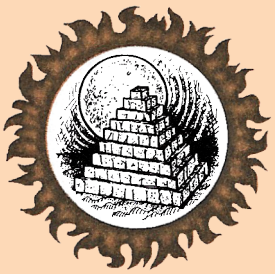
Proficiencies: All weapons, specialised in long sword, impaler, wrist razors, javelin, +4 to punching and wrestling rolls, armour optimisation (+1), Darkness Combatant fighting style; bargain, weapon improvisation.
Psionics Summary: Power Check +0, PSPs 6, MAC 11; Wild Talent—*adrenaline control* (PS 12; Cost 3/1).

Grik conducts business in a brisk, no-nonsense fashion. He's a hard bargainer and if anyone calls into question the quality of his wares or the fairness of his prices, he will politely refer them to Flin's arms shop just inside the Gladiatorial Gate or the Elven Market where they may find weapons more in keeping with their pocketbook. "But ye'll get what ye pay fer," he'll call after them. When asked about Murd, he tells customers to leave him alone. Grik will sometimes buy weapons of quality in good shape, but he will only go 30% to 50% of the retail rate. For magical or metal weapons, however, he'll pay up to 75% of their value (he then turns around and marks them up 25% over retail). Adorning Grik's hand is a dull iron band that is actually a *ring of jumping*.

Murd

5th-level Male Dwarf Gladiator, Neutral

AC 15 (carru leather)	Str 17
Movement 9	Dex 17
hp 40	Con 16
Attack +5	Int 5
#AT 1	Wis 8
Dmg: 1d8+3 (obsidian battle axe)	Cha 8



Proficiencies: All weapons, specialised in battle axe, short sword, wrist razors, +4 on punching and wrestling rolls, armour optimisation (+1); armour optimisation, endurance. *Psionics Summary:* None due to brain damage.

Murd asks nothing but to be left alone. He's very loyal to Grik and will attack anyone who attempts to steal from or harm his partner. His speaks seldom, if ever, and is rather childlike. He hasn't lost his fighting skills since his mind-destroying fight in the arena, and will conduct himself well in a fight if goaded into it.

6. The Parched Palette

Once a lively tavern catering to bohemian artist types, the Parched Palette was a victim of the riots that gripped Tyr following Kalak's assassination. It was attacked by a mob seeking templars to hang (several were taking refuge in the building) and burned to the ground in order to drive the templars into the street, where they were indeed hanged.

The tavern's owner – a dwarf called Yoxley – died trying to save the establishment and now (it is said) haunts the burned-out remains of the building as a banshee.

7. The Messenger's Mount

The boarding stable known as the Home of the Messenger's Mount is familiar to travellers and caravans alike. This two-storey structure provides shelter for caravan mounts and lone desert traders. The famous comet on which Tyr's calendar is based gives the stable its name. The B'juk family has managed the stables for over three generations. The stable houses smaller traveling beasts such as kank, erdlu, and crodlu. Caravans with the larger mekillots and inix must depend on their own trading houses for stables. The B'juk family charges a fair price: a single ceramic bit per animal per day. For a negotiated fee, they will supply trainers or healers to attend to a problem animal. The B'juk family is currently negotiating with the Council to acquire more property to expand their business.

Ibl B'juk – father, owner, 40-year-old human male merchant; AL N; AC 10; MV 12; HD 3; hp 15; Attack +2; #AT 1; Dmg 1d6 (club); SZ M; ML 8;
Str 14; Dex 10; Con 14; Int 10; Wis 14; Cha 13.

Ves B'juk – mother, Ibl's second wife, 33-year-old human female merchant; AL NG; AC 10; MV 12; HD 1; hp 7; Attack +0; #AT 1; Dmg 1d2 (fists); SZ M; ML 6; Str 7; Dex 14; Con 12; Int 10; Wis 13; Cha 16.

Wek B'juk – oldest son, manager, 20-year-old half-elf male merchant; AL N; AC 12 (leather breastplate); MV 12; HD 3; hp 17; Attack +2; #AT 1; Dmg 1d4 (dagger); SZ M; ML 10; Str 15; Dex 13; Con 14; Int 11; Wis 12; Cha 14.

Vok B'juk – second eldest son, 18-year-old half-elf male stable hand; AL NG; AC 10; MV 12; HD 2; hp 11; Attack +1; #AT 1; Dmg 1d4 (dagger); SZ M; ML 9; Str 12; Dex 13; Con 10; Int 10; Wis 11; Cha 12.

Ero B'juk – third eldest son, 16-year-old half-elf male stable hand; AL NE; AC 10; MV 12; HD 1; hp 6; Attack +0; #AT 1; Dmg 1d4 (dagger); SZ M; ML 6; Str 8; Dex 15; Con 10; Int 14; Wis 9; Cha 15.

Vesa B'juk – eldest daughter, 3-year-old human female; AL NG; AC 10; MV 6; HD 1; hp 3; Attack +0; #AT 1; Dmg 1d2 (bite); SZ S; ML 4; Str 3; Dex 8; Con 10; Int 6; Wis 4; Cha 16.

8. Devyn's Desertwear

A clothing store that caters to all who need to brave the Athasian wilderness (or simply look as if they do), Devyn's Desertwear provides quality goods at a price in keeping with Caravan Way (ie, slightly above average). Items for sale include broad-brimmed sun hats, sweat-wicking kanduras, sun goggles, fingerless gauntlets, horn-heeled boots, scarves, dust masks, and more.

Devyn, a forty-year-old female human, is also a Veiled Alliance contact, although she only reveals this fact to those customers who know the appropriate passwords and code phrases.

9. Shining Sands

The Shining Sands is a dry-sand laundry located on the edge of the Tradesmen's District near the Nobles' Quarter. I'toc and his wife Nesa run the establishment The pair collect only the finest pure white sand from the nearby desert. When clothes become too dirty, smelly, or impregnated with body fluids, garments are brought to the Shining Sands. The proprietors use the extra fine sand to scrub the dirt and excess oils from the garments. Dirty or soiled sand is always discarded, and clean sand is continually applied until the garment in question becomes sand-clean.

This method of cleaning does not work on some blood stains, but will remove 85% of all other types of dirt and stains. I'toc and Nesa charge one ceramic bit for a dozen garments. For a like amount, the couple will scent the garments with sweet smelling cactus-flower water. The couple also provides a small discreet lounge in back if an individual wishes to have the clothing they are wearing cleaned.

I'toc – 37-year-old human male merchant; broad shouldered, closely cropped dirt brown hair; AL N; AC 10; MV 12; HD 2; hp 12; Attack +1; #AT 1; Dmg 1d6 (club); SZ M; ML 10; Str 15; Dex 9; Con 13; Int 10; Wis 12; Cha 11.

Nesa – 41-year-old mul female; powerful, charismatic, serene (non-warrior); AL N; AC 10; MV 12; HD 3; hp 21; Attack +3; #AT 1; Dmg 1d6 (club); SZ M; ML 12; Str 15; Dex 14; Con 16; Int 9; Wis 11; Cha 8.

10. Agar the Coinmaster

This colourful booth is manned by Agar Coinmaster, an elven merchant. He can convert coinage, make change, and even give cash for gems. He has coins of all denominations, from all over Athas. Changing currency of other cities to Tyr minted coins carries a 10% fee. For simple change-making transactions, Agar charges one bit per ceramic piece. Just to make sure that no one cheats him, a very watchful half-giant named Ogramar Shatterface stands ever vigilant as Agar's bodyguard.

Agar

6th-level Male Elf Wizard (preserver), Chaotic Neutral

AC 14	Str 11
Movement 18	Dex 19
hp 13	Con 14
Attack +2	Int 18
#AT 1	Wis 15
Dmg: 1d4–1 (bone dagger)	Cha 18

Proficiencies: Dagger, Accurate Blow fighting style; appraising, bargain, spell concealment.

Spells: 1st level—*alarm*, *armour*, *charm person*, *comprehend languages*, *identify*, *sleep*; 2nd level—*detect psionics*, *ESP*, *fool's gold*, *know alignment*; 3rd level—*dispel magic*, *hold person* (x2).

Agar is a preserver but is not affiliated with the local Veiled Alliance. He enjoys drinking at the Sleeping Mekillot across Caravan Way.

Ogramar Shatterface

5th-level Male Half-Giant Fighter, ? Neutral

AC 11	Str 20
Movement 15	Dex 13
hp 40	Con 19
Attack +9	Int 8
#AT 1	Wis 8
Dmg: 1d8+7 (steel long sword)	Cha 4

Proficiencies: specialised in long sword.

Ogramar is fairly sharp for a half-giant. He is loyal to Agar and will leap to his defence if Agar calls for it (or even just if Ogramar imagines that he needs it).

11. Clothes and Cloth

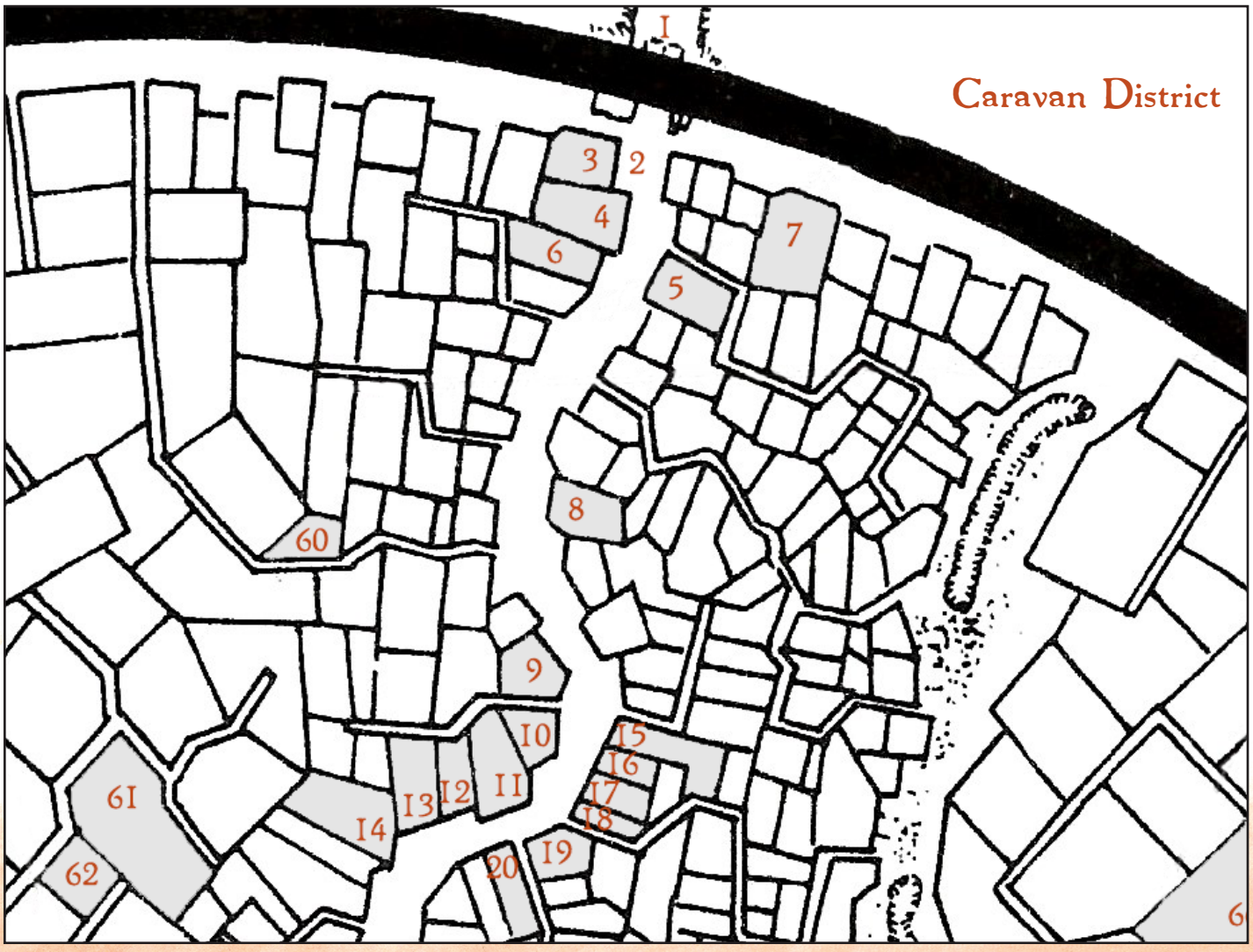
This cloth-shaded booth is owned by an old human woman named Adris Zil, who sells clothing and whole cloth, and charges an honest price. The other businesses featured here watch out for her, out of neighbourly loyalty.

Adris' ears and eyes are still good, and she sees and hears much, and is overlooked by most because of her advanced age. As a result, she is a good source of rumours, which she is willing to share with anyone who makes a purchase from her booth. She's canny enough to know never to give anything away for free. So long as the buyer treats her fairly, she's happy to share what she knows.

12. Water and Jars

Bryndren Orek, a half-elf, runs this shop, where he sells filled water containers. In addition to the templarate-run system whereby citizens of Tyr can draw water from wells, water is also distributed using authorised merchants who sell the water and split the proceeds with the city.

Bryndren's prices are much the same as the standard price at a well – one gallon of water costs one bit if the buyer already has a container to take it away in. Otherwise, two bits buy one gallon of water plus the container to hold it – usually a gourd or simple piece of pottery.



13. Crossed Swords Weapons

Over the portal of this establishment are carved a pair of stylised crossed obsidian swords. Within the cool shop are weapons from every possible material, and even a few metal weapons! The shop is run for an anonymous owner by Trkk'tt'ktt, a retired thri-kreen gladiator who loves working with weapons. T'rkk, as he is known, charges a fair price and will buy weapons in good shape.

Trkk'tt'ktt

8th-level Male Thri-Kreen Gladiator, Chaotic Good

AC 17	Str 15
Movement 18	Dex 16
hp 68	Con 19
Attack +7	Int 12
#AT 5	Wis 12
Dmg: 1d4 x4 (claws), 1d4+1 (bite)	Cha 7

Proficiencies: craft (weaponsmithing).

T'rkk is a polite creature fascinated with weapons. He enjoys going to the Sleeping Mekillot and arguing gladiator tactics with Bevis, the dwarf who runs the place.

14. Paroosa's Earth Shrine

This building is in excellent repair, decorated with of astrological and spiritual symbols. Within is Paroosa, a Priest of Earth. Paroosa has the habit of tossing handfuls of dirt on people and saying "all praise the Earth!" The building serves as a shrine to Elemental Earth, a business place where Paroosa can make his predictions, as well his residence. Paroosa can cast horoscopes, cast bones, and read entrails (one ceramic piece each). He is also an excellent source of priestly healing. Contributions to the Earth shrine are always welcome.

Paroosa

9th-level Male Human Cleric (earth), Lawful Good

AC 11	Str 17
Movement 12	Dex 14
hp 63	Con 16
Attack +6	Int 17
#AT 1	Wis 18
Dmg: 1d6+2 (quarterstaff)	Cha 11

Proficiencies: Quarterstaff; healing, herbalism, knowledge (religion), omen reading.
Spells: 1st level—*boneflint, create holy element, cure light wounds, elemental bonding, magical stone, protection from evil*; 2nd Level—*boneiron, bonewood, fool's gold, footsteps of the quarry, goodberry, hold person*; 3rd level—*conjure lesser elemental, cure serious wounds, cure disease, stoneiron*; 4th level—*sand warriors, stone of sharpening, woodiron*; 5th level—*ironskin.*

Paroosa is clad in an earth-brown robe, and appears to shed dirt wherever he goes. People get rather annoyed at his dirt-tossing (which he calls "blessings"). Bevis, who runs the Sleeping Mekillot across the road, has yelled at Paroosa on numerous occasions for tracking dirt into the inn.

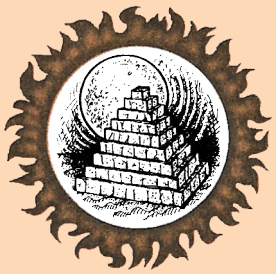
Paroosa is a powerful priest but manages to operate under the noses of the templars, who see him as just another crazy old man. In this way, he tends to the people of Tyr without fear of censure or running the risk of having his establishment closed.

15. The Golden Inix Inn

Midway along Caravan Way where the road bends, a narrow alley opens on the left. Next to it, a long brick building, nearly as narrow as the alley, beckons weary travellers with the aroma of frying inix and sweet broy. A cracked sign overhead bears a golden inix on its left side opposite a stylised bottle, declaring the building to be a tavern.

A half-giant doorman grasping a huge stone morning star stands just to the right of the door. Several tables with seating for 2–4 people each take up the left side of a walkway that runs the length of the building to a stairway going up. A small, L-shaped counter is to the right of the stairway with a middle-aged, dark-haired half-elven woman seated behind it. In the wall behind the counter, a curtained doorway parts at irregular intervals as serving girls bring food and drink to the customers seated at the tables.

The Golden Inix offers good food at reasonable prices and they are usually well stocked. Six cramped rooms containing cots and chamberpots are available for rent upstairs.



Mila Risani owns the Golden Inix and does a good business. There is rarely any trouble at the inix for Mila is an accomplished psionicist, able to dispatch unruly customers without lifting a finger. She prefers not to exhibit her powers, though, unless it's absolutely necessary. Jaryx, the half-giant, takes care of most troublemakers. She has three scullery maids/cooks and the half-giant on her staff to assist her.

Erdlu eggs (3)	2 ceramics
Erdlu steak	1 ceramic
Inix tail	3 ceramics
Jankx steak	12 bits
Kip broth	8 bits
Z'tal skewers	1 ceramic
Asticles wine	1 silver
Broy	3 bits
Tyrian ale	1 bit
Water	1 bit

Rooms are 5 bits per night (meals not included).

Mila Risani

8th-level Female Half-Elf Psionicist, Neutral Good

AC 14 (sygra leather)	Str 13
Movement 12	Dex 17
hp 30	Con 14
Attack +2	Int 16
#AT 1	Wis 18
Dmg: 1d4 (obsidian dagger)	Cha 16

Proficiencies: Dagger, spear, heartpick; bargain, craft (cooking), literacy, psionic detection, rejuvenation.
Psionics Summary: Power Check +10, PSPs 70, MAC 17; Powers: 1st level—*alter features*, *cognitive trance*, *conceal thoughts*, *ego whip*, *false sensory input*; 2nd level—*ESP*, *heightened senses*, *invisibility*, *send thoughts*, *thought shield*; 3rd level—*cell adjustment*, *life-draining*, *mindlink*, *post-hypnotic suggestion*; 4th level—*id insinuation*, *time/space anchor*.

A serious, inquisitive person, Mila performs her role as hostess with competence and grace. She will converse with patrons for information on other city-states, so long as it doesn't interfere with business duties.

Mila's temperament turns stern at any hint of trouble. She doesn't put up with thieves, brawlers, or loudmouths and has Jaryx show them the door, or does it herself. Her customers like and appreciate Mila and come to her aid if there's trouble.

Jaryx

9th-level Male Half-Giant Fighter, Neutral

AC 14 (sygra leather)	Str 21
Movement 15	Dex 16
hp 119	Con 18
Attack +11	Int 11
#AT 3/2	Wis 10
Dmg: 2d4+7 (stone morning star)	Cha 10

Proficiencies: Specialised in morning star; endurance, survival (rocky badlands), weapon improvisation.

Jaryx is easy-going for a half-giant. He's just as happy taking out the kitchen trash as he is crushing a troublesome customer's head with his morning star. "It's just a job," he'll answer nonchalantly if asked. He would never do anything against Mila, but will consider offers to "moonlight" once in a while.

16. The Sleeping Mekillot

This is a two-storey inn that provides decent food and drink, plus sleeping quarters upstairs. The place is run by Bevis Gorridin, a dwarf ex-gladiator. He employs a half-giant named Twister as a bouncer.

The taproom is a favoured spot for mercenaries and merchants waiting for their caravans to form. At any given time, Bevis has four women working in the taproom, usually humans and half-elves. There are also three private rooms (one ceramic each for an evening).

The upstairs rooms have secure locks, two sleeping mats, a lamp and oil, and hooks to hang clothes and gear. At the customers' request, two hammocks can be hung up in a room, enabling up to four people to sleep in one room.

The rooms are five bits per night, and meals are three bits, so long as you're staying at the inn. Meals consist of a stew (z'tal or kip, but sometimes erdlu), mixed vegetables, and a small cup of broy or cactus ale.

The drinking room serves a small variety of refreshments to anyone who cares to stop by.

Broy	2 bits
Cactus ale	1 bit
Blue bulis wine	9 bits
Purple bulis wine	1 ceramic

Bevis Gorridin

9th-level Male Dwarf Gladiator, Chaotic Good

AC 12	Str 19
Movement 9	Dex 17
hp 73	Con 19
Attack +12	Int 11
#AT 3/2	Wis 15
Dmg: 1d8+6 (steel battleaxe)	Cha 11

Proficiencies: Specialised in battle axe; craft (cooking).

Bevis is a bit of a growler; he snarls at everyone, but his customers accept this idiosyncrasy gladly due to his excellent home-brewed cactus ale and his savoury stews, which are tasty and cheap.

Twister

7th-level Male Half-Giant Fighter, Chaotic ?

AC 11	Str 20
Movement 15	Dex 15
hp 85	Con 18
Attack +10	Int 6
#AT 3/2	Wis 7
Dmg: 1d6+7 (club)	Cha 6

Proficiencies: Specialised in club.

Twister got his name from his habit of twisting off the appendages of his victims. He is fanatically loyal to Bevis but amazingly stupid – useless in noncombat situations.

17. Goren's Stables

Located conveniently adjacent to the Sleeping Mekillot, these stables are run by Goren, a mul. For 2 ceramic pieces, Goren houses, feeds, and cares for a mount for one night. His prices are considerably higher than the Messenger's Mount, but he always has room.

Goren – owner, 35-year-old human mul fighter 5; AL LN; AC 12 (leather); MV 12; HD 5; hp 37; Attack +7; #AT 1; Dmg 1d4+4 (steel dagger); SZ M; ML 14;
Str 16; Dex 14; Con 15; Int 14; Wis 11; Cha 10.

18. Mara's Armoury

Alamara Doren Ral – "Mara" – is an expert armourer, and offers a selection of shields and armour in all materials save metal. She also accepts commissions to cure and shape animal hide into armour for a customer. This takes about a week, and requires three fitting sessions.

Alamara Doren Ral

3rd-level Female Human Fighter, Chaotic Good

AC 16 (carru leather)	Str 16
Movement 12	Dex 18
hp 21	Con 15
Attack +5	Int 14
#AT 1	Wis 15
Dmg: 1d4+4 (steel dagger)	Cha 15

Proficiencies: Specialised in dagger; craft (armourer).

Mara keeps a very close eye on Adris Zil's safety. She wears a *+1 leather headband of protection.*

19. Draqoman Headquarters

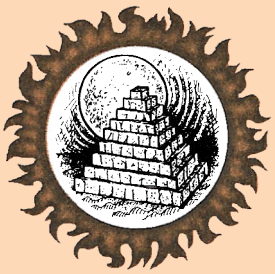
Most visitors to the city hire a draqoman at the draqoman station just inside Caravan Gate but, for more extensive contracts, the headquarters here is used. At any given time, there are 1d4+2 draqomen of varying ranks present. A pair of half-giant guards stand ready to dissuade any would-be thieves from seeking to plunder the place and Tyr's templars and the Tyrian Guard make frequent stops here to ensure that all is well.

20. Stratyn's Tattoo Parlour

This booth is run by Stratyn, a hard-drinking dwarf who is an excellent artist. His tattoos are famous in this section of the city. He wears a large amount of his talent on his own body, what he calls his "advertising method".

The Artisans' District

The second tradesmen's district lies adjacent to the ziggurat and the stadium. It is comprised of a greater number of "common" craftsmen shops than the Caravan District, as evidenced by the name of the road that cuts through this section of town: Artisans' Way



The businesses in this part of town are geared more to the local citizens' needs. Cobblers, weavers, and other simple craftsmen can be found here in abundance. It is also important to note that most of Tyr's freemen make their residences in this area. The area as a whole is less hectic than the Caravan District and is more affordable (with only a 1–10% markup). The shopkeepers do not swarm customers in the street like so many locusts, but are content to see to a buyer's needs within their shops.

21. Artisans' Way

Artisans' Way begins at the foot of Kalak's ziggurat and wends north to the city-state's wall, skirting the Warrens to the east. Permanent shops front the road, selling all manner of goods and services, including clothing, household items, fresh and dried foodstuffs, ale, footwear and shoe repair, weaving, and more. Many freed slaves who have parlayed their skills into useful crafts or services make their homes and businesses along this street.

22. Karlen's Eye

This shop sells collectibles and oddities gleaned from UnderTyr and places beyond the city. Its owner, Karlen, is a talkative half-giant and retired adventurer who sees the potential for value in nearly any item plucked from obscurity. He also haggles over every sale.

23. Bloodletter's

Specialising in custom-made weapons of exceptional quality Bloodletter's maintains a large clientele among noblemen and professional warriors. The shop deals exclusively in steel and iron weaponry, disdaining the less costly bone and stone so common elsewhere. Mong One-Eye, the master weaponsmith who owns and runs Bloodletter's, is a former gladiator with strong ties to Borger, Minister of the Mines.

Weapons purchased at Bloodletter's are expensive but are custom made. Mong sells *fine* weapons (a +1 nonmagical bonus for attack or damage, buyer's choice) for an additional 750 cp over book price (or 750 gp for metal weapons), and *exceptional* weapons (a +1 nonmagical bonus to hit and damage) for an additional 1,200 cp over book price (or 1,200 gp for metal weapons).

24. The Wayward Trader

This quiet tavern is a favourite of locals in the Artisans' District. Nothing fancy, the Wayward Trader offers assorted ales and broy along with kip sausage and biscuits. The Trader (as it is known to the locals) is a good place to enjoy a brew without being bothered. Strangers are welcome at the Wayward Trader, as long as they don't cause trouble, but will receive sidelong glances from the regulars.

Faro biscuits	1 bit
Kip sausage	2 bits
Broy	2 bits
Bitterbyrne ale	4 bits
Tyrian ale	1 bit
Urikite ale	2 bits

25. Khalbed's Kitchen

Halfway down Artisans' Way, the lower floor of a ruined custom house has been taken over by the dwarf Khalbed. Here he has set up a small kitchen with an adjoining stall. He and his wife Gora cook a variety of simple meals and sell them over the counter to a collection of regular customers and passers-by. Many locals stop by Khalbed's Kitchen on their way to or from work and it has become a well-known landmark in the district.

Khalbed and his wife do a brisk trade and are always busy – but not so busy that they can't find a moment to pass the time with a friendly face over a kip sausage or two.

Aprig meat spit	1 bit
Erdlu jerky	3 bits
Gorak egg	2 bits
Gorak steak	1 bit
Kip sausages	5 beads
Rock cactus	2 ceramics
Sygra steak	3 bits
Vegetables	4 bits
Z'tal drumsticks	2 bits
Z'tal soup	1 bit
Sygra milk	1 bit

26. Stone and Mortar

In this store, customers order stone in bulk or to custom specification from a quarry outside the walls of Tyr. Xalos, the mul owner, is often absent, sitting in on secret meetings with other powerful citizens (and spying for Urik in the bargain).

Although he is rarely seen inside his shop, Xalos is a regular fixture in the district. He wanders the neighbourhood and keeps up friendly acquaintances with its residents. He is fond of seeing sculptures made from custom stones that were delivered from his quarry.

As part of his commitment to work behind the scenes to further liberate the people of Tyr, Xalos sits in on clandestine meetings between factions that seek power in the city-state. This habit serves him well in his other role – that of a secret spy for Urik. The mul deludes himself, choosing to believe that he never gives up information that is too damaging to Tyr. He continues to take a stipend from his Urikite minder each time they meet in an empty room in Sculptors' Square.

27. Cutter's Chance

This shop caters to the gamblers of the city. Cutter, the proprietor, creates and designs items for games of chance. It is said she personally designed and built all of the gambling devices and tables in the renowned Crystal Spider Gambling Hall. Her favourite creations are stunning wheels of chance, elaborately adorned that spin almost effortlessly. Her craft gained city-wide attention when she created a huge multi-coloured spinning wheel for the arena. Commissioned by a famous jazst, the wheel was used once before being banned. The bloody incident was enough for Cutter to achieve notoriety for her art.

Cutter will never willing create an unbalanced or illegal gambling tool. For a small fee she will instruct an individual in the art of cheating. She considers this training important to gamblers to recognise when they are being cheated.

Sport darts (1 bit each), balanced z'tal throwing knives (5 bits each), multi-sided dice (2 beads per side) and stiff pulp gambling cards (5 cp to 1 sp per pack, depending on the art work) can all be found in Cutter's shop.

The female mul takes great pride in her craft, and is always looking for new games of chance. She will pay to learn new games of chance, but will always bet the informant a bit that she already knows the game, and she usually wins!

28. Veiled Alliance Safehouse

Once the official Alliance headquarters, this place still serves as an emergency hideout. A small shop that once sold musical instruments now appears boarded over. An Alliance member who whispers the phrase "Free Tyr" in the back alley triggers a *passwall* spell that allows entry through a plain adobe wall. The small, dark shop holds a store of food and water, a dozen sets of templar robes and other costumes in assorted sizes, and first-aid equipment such as bandages, herbal medicines, and tourniquets. A *crystal ball* lets the user contact Alliance headquarters.

29. Sculptors' Square

Manors in the architectural style of the two Noble Districts stand here, remnants of a time when Tyr's districts adhered to different borders. Although the buildings are dilapidated, they gained a new lease on life following Kalak's fall. Freed slaves kept for their artistry have renovated portions of the crumbling manors for use as art studios. Many styles are represented in the square, but the most popular by far is marble and sandstone sculpture. Anyone can visit the studios to see projects in progress, although donations are expected; each studio puts out a basin to collect coins. It's easy to find an empty chamber in Sculptors' Square suitable for renovation and, if inspiration strikes, the pursuit of an artistic dream.

30. Door of Drakes

Before they disappeared a hundred years ago, the members of the Dethersan noble family commissioned a structure that resembled a sepulchre adorned with drakes and flames in relief. When the building was finished, the family members entered it, locked it from the inside, and disappeared. Over the years since, few people have managed to enter the Door of Drakes, and those who succeeded were swallowed without a trace. Today, locals leave the site alone.

31. The Dead

This mortuary/crematorium known as "The Dead" caters to those with dead and dying. Dauthur, the proprietor, guards his identity, donning a full face leather mask while working. This old practice is to prevent being shunned outside of work. Dauthur's business is the dead and he feels no compunction towards helping individuals along their way. He frequently provides sleeping poisons for the infirm or terminally ill. He also makes charms to ward off spirits or the disgruntled dead. Strongly scented perfumes to douse the newly dead are always in stock. Occasionally *potion fruit of flesh to stone* are available.

A large kiln is available on the premises for those who cleanse their dead by fire and a plot of land is available outside the city for those who wish their dead to be placed in the ground. In a society that cares little for the dead, Dauthur caters to nobles, visiting merchants, the religious and the superstitious. Rumours persists that he has, on occasion, provided a fresh elf or two to the Hungry, Hungry Halfling, although he vehemently denies these rumours.

When dead bodies are found in the city a brief search of their bodies are made and the body is stripped. A petition must be made at the High Bureaus to reclaim the dead's possessions. If not claimed they become property of the state. Locals are questioned as to the identity of the corpse. If someone recognises the corpse, it is turned over to the identifying individual for disposal. Otherwise, templars or city guard will deposits the corpse in the a'nor fields outside the city walls.

32. Gladiatorial Gate

Beautiful but awesome, the Gladiatorial Gate (also known as the Stadium Gate) is constructed to resemble the gaping jaws of the Dragon. Large triangular stones that mimic the teeth of the mightiest beast on Athas line the interior tunnel between the gate openings. Two huge, jagged slabs of stone sit just inside the city walls. In times of war, these stones may be pushed in to seal the throat of the Dragon. It is said that vents connected to the upper wall allow hot oil or heavy poisonous gas to be poured down the front nostrils of the carving. Carvings of this immense creature appear on either side of the tunnel.

When slavery was still legal, the gate was used during the week to allow slaves to travel from the slave pits to the city-owned fields, then back to the pits at night. Additionally, the Gladiatorial Gate was used by travellers entering the city to attend gladiatorial games. At all other times, the gate was kept closed and locked.

Currently the gate is host for a myriad of traffic. Nomadic elven traders and others use the gate to make their way to the new arena market. Templar guards still man the gates questioning and tithing all who enter, but traffic is nowhere near as busy as at the Caravan Gate, so the templars here tend to be more relaxed. Those with a glib tongue or a few extra coins can often pass through without having to suffer the trouble of an inspection and the subsequent import fees.

33. Korl's Exterminating Service

Just inside the Gladiatorial Gate on the west side of the thoroughfare, a two-storey adobe building can be seen with a large dead lizard painted next to the doorway. This is the home of Korl's Exterminating Service. Korl, a semi-retired dwarven thief, lives here with his pets/servants, twelve boneclaws (see **Dark Sun Monstrous Compendium III**, page 44). The stout little lizards are specially trained to hunt and kill household pests such as insects or gecko lizards.

Korl charges from 2 ceramic pieces to 3 silvers depending on the size of the job. His services are most often sought by nobles and merchants to rid their residences or businesses of vermin. As a sideline, Korl also will buy untamed boneclaws for 1 sp, which he then trains and sells for as much as 5 sp. If someone already has a pet boneclaw and simply wants it trained, the fee is generally 2 to 3 sp. The dwarf no longer practices thieving as a profession, but will occasionally help himself to a trinket or two from an employer's premises if the opportunity presents itself.

The building that he lives in and works out of consists of a small office with a bone chair and table as its only furnishings, a hall with a stairway ascending to the top floor, and a large common room that takes up the rear half of the house where his pets are kept when not working. The living area is contained wholly on the second floor and is divided into a bedroom and a modest cooking/dining area.

Korl Marlik

4th-level Male Dwarf Thief, Chaotic Neutral

AC 14 (kip leather)	Str 16
Movement 9	Dex 17
hp 29	Con 16
Attack +3	Int 14
#AT 1	Wis 15
Dmg: 1d6+2 (club)	Cha 13

Proficiencies: club, short sword, sling; animal handling, animal lore, hunting.
Thief Skills: PP 60%, OL 65%, F/RT 55%, MS 50%, HIS 50%, DN 15%, CW 50%, RL 0%.
Psionic Summary: Power Check +2, PSPs 2, MAC 11; Wild Talent—*animate shadow* (PS 11; Cost1/1)

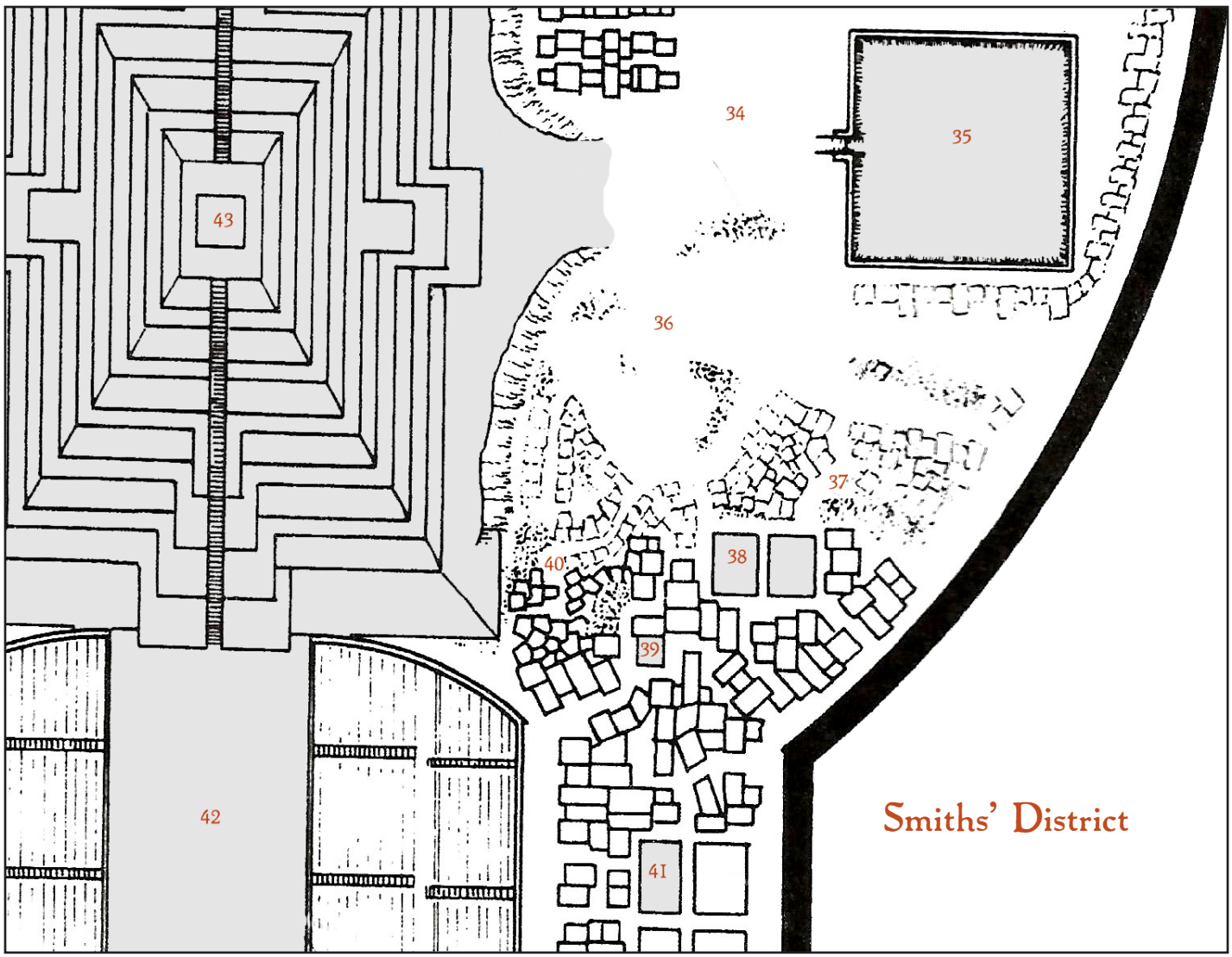
Korl is a quiet fellow who always thinks before speaking, even about trivial matters, which creates awkward pauses in dialogue. He continuously mutters to himself and his pets as he works, giving the impression of a dullard. In truth, he is quite clever and uses others' perceptions of him to advantage. Because of his seemingly inoffensive nature, Korl is often left alone or ignored while he works, enabling him to pocket small items without being noticed. He does not steal frequently, nor does he take especially valuable or distinctive items and up until now has been able to avoid discovery. He has no interest in adventuring. Apart from his business and an occasional brew at the Happy Dwarf, Korl leads an unremarkable existence.

The Smiths' District

The remaining Tradesmen's District, smallest of the three, is located on the opposite side of the stadium near the Brickyards. The nature of the work performed at this location requires large amounts of space and would be annoying to others if placed in residential areas. Aside from the brickyard operation, you can find a stonecutter, a wainwright (builder and repairer of wagons), and a toolmaker here, among others.

34. The Brickyards

Despite the end to construction on Kalak's ziggurat, the Brickyards continue to produce bricks for use in housing. The freeing of the slaves (who at the time outnumbered



other Tyrian citizens two to one) created a huge influx of people into the city proper from the outlying estates. Many settled into the crumbling ruins of the Warrens, having nowhere else to go. Now, as more of the freemen find work, buildings are being repaired or newly constructed.

Under Kalak, the Brickyards were a city-owned business. They remain so today, although there is talk that the Council would like to turn it over to a competent businessman. Until such time as a reasonable offer is received for the brickworks however, the operation will continue to be overseen by Quaan, a mid-level templar working on Tyr's behalf.

35. Slave Pens

To the east of the ziggurat are the former slave pens and pits. One quarter of the city was razed to make room for the pits and the construction area surrounding them. Those who were too vocal in their complaints regarding being displaced soon found themselves enslaved, working on Kalak's ziggurat. The surrounding brickyards and the high eastern wall of the city created the perfect enclosure for keeping slaves. The pens themselves are surrounded by a 20-foot-tall wall, with guard towers located in each corner. Here the slaves rested between workshifts on the ziggurat.

Six pits were located on the west side of the pen for disobedient slaves. These pits were often filled with vermin and excrement. Some rebellious individuals would be locked in the pits for days at a time until their spirit was broken. A templar's platform and gibbet were set to either side of the narrow gate. The gate was the only way in and out of the pens. Outside the gate, the kitchens and water trough were constructed for the meagre needs of the slave workers.

More recently, the slave pens have been converted into a training area for gladiators. New freedoms create new responsibilities. Many gladiators wished to continue their gladiatorial careers, but not under the harsh supervision of their former owners and masters. Although some gladiators continue to train on the plantation homes where they were born and raised, many have chosen to train within the safety of the city walls of Tyr.

Banther, the new arena manager for Tyr, organised a group of workers and gladiators to convert the former slave pens into a first-rate training area. All the old oppressive reminders were removed, and the pits filled in. A complete array of equipment and facilities were created, some at Banther's own personal expense (actually at the city's expense).

Training takes place there between dawn and midmorning, and late afternoon and evening. The pens themselves have been divided into a general training area and a private training area. The general area includes the traditional training exercise facilities (obstacle course, sparring dummies, etc.), and a common area for sparring.

The cost of training here alone is two ceramic pieces per session. Trainers may be employed at a cost of one silver piece a day. Gladiators may be employed as trainers or sparring partners with a price based on the gladiators' experience.

The private area is reserved for serious combatants. It is an area reserved where partners can work on new fighting styles, away from the prying eyes of other gladiators and the general public. It is rumoured that some combatants hold practice matches against an upcoming arena opponent within the safety of the private area, although this has never been proven. The private area may be reserved at a cost of a silver per session.

36. Beast Market

Between the stadium marketplace and the former slave pens, a Beast Market has opened. High-walled pens of *z*'tals and long, low crates containing jankx fill one end. Shepherds selling small herds of kip and boneclaw stand nearby. Larger pens containing trained and untrained kanks are located nearer the centre of the market. Corrals of crodlu, erdlus, and heavy crodlu dominate the far end of the Beast Market, toward the ziggurat. In the very back of the marketplace, inix and the huge mekillots are sold.

The Beast Market is perpetually busy, with a thriving trade making it a noisy (and smelly) part of the city at all hours. Beast handlers and psionicists stand in small groups keeping a wary eye on the unpredictable creatures. Creatures purchased here cost book value unless noted in the Tyr-specific Trade Goods table given on page 115 of this supplement.

37. The Moontears

A trio of fissures in the underlying rock of Tyr are the best-known access to UnderTyr. They are named for the way that moonlight shines through them, illuminating the cavernous expanses that lie beneath the city. The Moontears open above a sloping defile that leads to the eastern edge of the Forest of Columns, near a subterranean branch of the elven river. Hej-kin are often seen in this area, leading many to believe that a warren of these creatures is somewhere in the vicinity. This rumour is supported by the fact that attempts to seal the Moontears are met with failure – the crevices are always open again a few nights later.

38. Rarvin's Wagonworks

Strom Rarvin owns and operates Tyr's largest wagon manufacture and repair facility. Two large buildings south of the Brickyards are used by Strom and his two sons. The Rarvins are well known for their workmanship. Their shop produces wagons of every description from small open wagons to huge armoured argosies. Fine chariots are crafted here as well. Strom even once constructed an undead war beetle (see the **Dark Sun Campaign Guide**, page 198) as a special order for Kalak's necromancer, Dote Mal Payne.

The two buildings serve as workshop and showroom, respectively. Strom often (60%) has at least one wagon on display and available for sale, sometimes two (30%) or three (5%) (determine capacity and whether covered or uncovered randomly, excluding argosies). If he doesn't have the wagon in stock that the buyer wants, he can build it in two weeks if he has materials on hand (70% chance) or in four to six weeks if he doesn't. Custom orders take one to four weeks longer and cost 50–100% more depending on the extent of customisation desired. The buyer is responsible for the cost of any additional materials needed for customisation. Strom asks for half the money up front (or full payment for custom orders).

Strom Rarvin

7th-level Male Human Fighter, Lawful Neutral

AC 14 (carru leather)	Str 18
Movement 12	Dex 16
hp 64	Con 17
Attack +9	Int 13
#AT 3/2	Wis 14
Dmg: 1d8+5 (steel battleaxe)	Cha 14

Proficiencies: specialised with battle axe, Shadow Balance fighting style; armour optimisation, charioteering, craft (carpentry).

Strom is a dark, hulking man with an unkempt beard and close-cropped black hair. His eyes gleam like two obsidian orbs. He speaks sparingly, never wasting words when a grunt or a nod will do. When he does talk, however, he makes no bones about his stance in any debate. If flattery and diplomacy are desired, you'll find neither in this man.

What he does offer is fine craftsmanship. Strom takes pride in his work and it shows in the finished product. In his free time, he often competes in chariot races at the stadium. All the Rarvins are expert charioteers. Treat his sons as third-level fighters with 33 and 29 hit points each.

39. Birk's Leather and Hides

A shack in the Brickyards houses the finest tanner in Tyr. The leatherworks is run by Birk, a wild-eyed dwarf. He supplies many of Tyr's artisans with leather for boots, belts, bridles, and other items of leathercraft.

He also makes leather armour and barding himself, often studded with chitin or bone. The dwarf is obsessed with his work and often scares potential customers away with his constant mutterings. He enjoys working with exotic leathers and, it is rumoured, has even experimented with humanoid hides.

He'll pay 1 bit per square foot for common skins: kip, erdlu, lizard, etc. For rare or unusual skins he'll go higher. For example, Birk might pay 1 cp for a kirre hide or 1 sp per square foot for a fire drake's. His armours and bardings cost 25% over market value and require 1–3 weeks to make. Weight is reduced by 10%, however, due to Birk's careful tailoring and there is a 10% chance that a particular suit of armour or barding will grant a +1 Armour Class bonus due to its fine craftsmanship.

40. The Brick Barrow

Over the years, many slaves have died in the Brickyards, and their bodies were dropped down a shaft that opened into a cavity beneath the district. This dumping ground is referred to as the Brick Barrow. Now and then, haunting cries still echo up the shaft, audible even through the stone plug that Tithian ordered to seal it.

41. The Tarnished Cup

The Tarnished Cup buys and sells previously owned goods of all sorts. Musical instruments, jewellery, and clothing; even an occasional howdah or chariot can be found here. Prices generally range from half to full book value, depending on quality. The Tarnished Cup also purchases goods at a tenth to a quarter of book value. The Cup's proprietor, a sly half-elf by the name of Trink, is rumoured to have ties to the black market and can help buyers locate hard-to-find items for a fee, usually a tenth of the item's value. The DM may wish to apply a percentage chance to the possibility of a given item being in stock, say 50% for common items, 25% for uncommon ones, and 5% for rare or illegal goods.

Trink is the very soul of urbanity, so much so that he comes off as slightly insincere when he flatters customers about how well a particular piece of jewellery or clothing would look on them. That's because Trink is insincere; he cares only for profit and would sell the eyes of his own mother for enough coin.

Trink is a fence for the Iron Rats, a gang that prowls the Warrens. Every so often, a member of the Rats gets the idea to rob the half-elf's shop, but such thieves are never seen again. Trink is also secretly involved with the Ianto Traders, members of House Ianto who aren't ready to quit the slave trade just yet. Trink sometimes abducts patrons of his shop to supply Ianto's illicit operation.

42. The Stadium

Excepting Kalak's ziggurat, the gladiatorial stadium is the single largest structure in Tyr. The ziggurat looms over one end of the stadium with the Golden Tower rising majestically at the opposite side. A special viewing box for the templars and the king connects the Golden Tower to one of the ends of the stadium.

On the ziggurat's side, a great stairway climbs from the gladiatorial floor to the very top of the rainbow pyramid, while spacious, beautiful mosaics depicting Kalak as a great warrior god adorn the walls to each side of the pyramid's stairs.

The stadium's rectangular combat field measures 300 feet long by 80 feet wide. The arena's floor of hard-packed sand bears an auburn, almost reddish hue. Tyrians say it is the lifeblood of thousands of fallen gladiators that gives the sand its unusual tinge. Separating spectators from combatants is a 15-foot-tall barrier that rises from the floor of the arena to the stadium's first seating level.

The stadium's multi-levelled seating configuration is unique in the Tablelands. An upper and lower seating section comprise each of the two long opposing sides of the stadium. The seating sections span 300 feet with stairs to the back spaced at 50-foot intervals. The arena's stone benches receive little use as the Tyrian crowds usually remain on their feet for the duration of the match.

Traditionally, the lower section seats the nobles, senators, and members of powerful trading houses who prefer the shade granted by the overhanging upper section. The king and templars, of course, sit in the special roofed viewing box in the Golden Tower reserved expressly for their use.

The upper sections of the stadium, referred to as "The Sun Seats," are open to the general populace of the city. This section generally attracts a more raucous crowd of commoners to view the bloodsports.

Arena Market

The sound of spectators screaming for their favourites rings out only on festival days. The arena now serves as a marketplace when contests are not scheduled. A motley array of tents and stalls stand in drunken rows. Traders offer a variety of legal and illegal services, including:

Beasts Trained

Katid the Beast, the former gladiatorial animal trainer offers her services in training mounts or hunting beasts. Prices are commensurate with the type and number of beasts. Katid has an unpleasant personality at best. She can be as ruthless as any beast she may face. She specialises in training the human animal, but there is little call for that service since slavery was abolished.

Broken Spoke Wheelwright

One of the cheapest locations for replacing a lost or broken wheel, spoked wheels of all sizes, shapes, and materials are found in this large tent. Ready-to-use or custom wheels and spokes are available. Business has doubled due to the increase of traders traveling to Tyr and the new charioteer gladiatorial games. The Habic family clandestinely uses former slaves to steal or damage wheels of smaller trading caravans, thus ensuring continued business.

Fetish Shop

Small, finely crafted stone carvings of Athasian beasts are sold here by a (some say) mad dwarven carver named Veso. Superstitions claim a traveller carrying a properly carved image of a beast will suffer no injury from that creature if attacked. Many are sold, though few buyers believe the myth. Even fewer want to take the chance. The carvings cost between a ceramic bit and a silver depending on the size and detail of the creature carved. Special requests are carved the same day or overnight.

Glover

A signpost illustrating a large spike-gloved hand marks this shop. Gloves of all materials line the walls of the sturdy tent. The shop's specialties are fighting gloves and herding gloves. Fighting gloves vary from cesti to sturdy ock'n-resined bone wrist razors. The herding gloves are

made with a thick protective layer of coarse sand adhered to the palms; this allows the herder to handle z'tal or other small reptiles without fear of being cut. Prices vary depending on size and type of glove desired, generally running from 2 ceramics to 1 sp per pair. The Oki brothers charge extra for any special orders.

Grind Stone

Den-du the hunchback sweats here. The half-giant will grind an edge to a sharp weapon for one ceramic bit per hand-length (his hand) of blade. Den-du was taught by a mul weapons maker in Urik and takes great pride in his work. Insulting him or his work will always precipitate a verbal retaliation from the half-giant

Knotted Rope

"Count your fingers, check your purse, and the length of rope purchased when leaving this stall." Remar "the Braider" (as he calls himself, or "One-leg" as others call this elf) spends the day braiding giants' hair and other tough fibres into rope. His right leg was crushed during the revolt in an "accident". Remar claims he lost use of the leg trying to escape the arena before Kalak's death (other rumours say the leg was crushed by a templar's half-giant guard when Remar was caught looting a noble's house). Because of the injury, Remar can no longer run with his tribe. He earns (steals) enough to get by. Remar's rope costs standard book value.

The Ladle

"Stop here when you're spitting sand..." a quotation from Tah, the half-giant. Tah seems almost pleasant when he takes your coin. This water-broy stop provides a much needed respite for a merchant's parched throat Three casks of differently spiced broy are diluted with well water to cut thirst during the hot days. A bit buys one ladle of drink from the cask of your choice.

Needle Paint

Body art is a status symbol and luxury to the working class of the city. Tattoos are scratched (or removed for a substantial fee) by this renowned Tyrian artist. Known for her use of bright, fiery colours, Ris specialises in facial illustrations. Tattoos were once only used to mark convicts, but recently have become popular with the masses. Due to current economic hardships only a few can afford the cost. Ris charges between 2 bits for a small drawing to several silvers for a complete colour body tattoo.

Razor's Edge

This shop sells razor-sharp z'tal feather-scales. They can be purchased two per bit or a bundle containing two dozen for one ceramic. The sharp scales can be used for shaving or as knives, but dull after a week of use and cannot be resharpened. The sisters E'la and Jun work the stall, preferring the city to a nomadic life of herding z'tal.

Sweet Bread

This small tent has no sign, but can easily be found by following the smell of burning bread. An antisocial halfling couple (except when talking to each other or other halflings) known only as La and her husband Cha, bake sweet, unleavened bread day and night. The dry bread is made with grains, water, and kank green honey. A small bundle of bread costs two bits and makes suitable daily rations for one Medium individual.

Scorched Sand Glass Shop

Poor-quality glass creations are sold here. The glass is thick and irregular, no two pieces in a set appear exactly alike. Glass is not rare, just difficult to make. This is the only shop of its kind outside the Artisans' Quarter. Nith the glassmaker is the proprietor.

The Split-Pit

Exactly as it sounds. Sarea oversees meats being roasted and smoked (for travel) over a large open pit fuelled by inix dung. She offers generous cuts of z'tal or kip meat flamed over a special herbal wood. The meat is served in a tropa husk for one ceramic bit For a slight additional fee, she will smoke or roast meats and pack them for traveling caravans.

Spinning Wheel

Reputedly the best wares outside the Artisans' District, this shop creates utilitarian hand-thrown clay pots. For an extra fee, they are painted or etched with scenes of everyday life. Dozens of potters work here during the day.

Thongs

Thongs are heavy strips of leathery hide attached to the bottom of the foot by a series of straps. They are made from various leathers in a myriad of colours. This is an unusual shop. The vendor is a mul named Ceu'lo'wen. Business has been good and Ceu'lo'wen has encouraged a human male by the name of Beechtor to help with the business. A cheap pair of thongs may be had for 2 bits while a decorative pair may fetch a full ceramic piece.

Weavers

Soft cactus needles, fibres, fur, and yarn are interwoven to make decorative wall and floor coverings. A vertical hand loom is in perpetual motion with coloured fabric constantly introduced to the weave. A dwarven couple, Yerik and Kesi, are the weavers. Yerik's brother, Zareb, travels the nearby scrublands to collect the raw weaving materials. Yerik and Kesi are currently expecting their first child and are looking for someone to help run the stall when the baby is born.

Gladiatorial Games

Until the late Kalak's ziggurat was constructed, the gladiatorial arena at Tyr was the largest single structure within the city walls (for more information, see the **The Complete Gladiator's Handbook**). For many years, the gladiatorial games represented the only legal public entertainment forum. For a brief time after Kalak's death, however, people feared to return to the arena.

In the newly formed Council's first meeting, discussion arose concerning future use for the Gladiatorial Arena of Tyr. Senior Council member Agis recommended that gladiatorial games be banned and the floor of the arena converted to an open marketplace. Following much debate, it was agreed upon and the former arena became Tyr's newest marketplace.

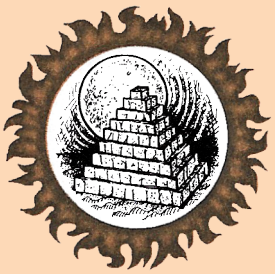
In later Council meetings, a group of former gladiators along with one of Tithian's Templars, a man named Banther, proposed the reopening of gladiatorial games. The group suggested that the new games would be much different from the old. The emphasis of the matches would change from fights to the death to a more entertaining form of bloodsport.

The group's proposal included:

1. Gladiators would no longer fight to the death. Combat would occur until one of the two gladiators surrendered. The surrendering gladiator would forfeit all possessions carried into the arena, and any purse from the game.
2. The games would be open to any who wished to compete and matches would be created based on the apparent skill level of the opponent.
3. Additional reavers and animal trainers would be employed to increase the number of man-versus-beast bouts in the arena. Beast-versus-beast matches also would be arranged.
4. Special montare and charioteer races would be arranged for the arena. These would be less bloody than previous mounted events. These races and conflicts would be goal-oriented, with specific victory conditions (ie, first to make number of laps, capture a series of flags, etc.).
5. A low, reasonable fee would be established. A quarter of the funds would be paid to the king's coffers. Another quarter of the earnings would go to the city for the use of the arena. The remaining funds would be used to re-establish profitable games in the arena.

The topic of using the arena for the punishment of criminals was raised during this discussion. After a long argument, it was decided that suffering as a form of entertainment was something that should be buried in Tyr's past. In the reformed Tyr, it was decided that the gladiatorial arena was no place for public executions. The Council decided to appoint Banther the new arena manager of Tyr, and follow his suggestions for reopening the arena. King Tithian endorsed the idea, and gladiatorial games are currently held during festival weekends.

Deaths are less common in the current arena, as they occur only accidentally. Reavers seek greater numbers of creatures for gladiators to fight. Jazst performances continue as solo dances and feats of entertainment, rather than gladiatorial combats. A greater number of montare compete in specially designed arena races. The mounted combatants also race and fight opposing charioteers. (For more information on arena combat, see **The Complete Gladiator's Handbook.**)



Single Combatants for the Tyr Arena Table

Roll 1d10	Result
1	Kendor, a 5th-level mul gladiator, WS datchi club
2	Llunet Blackdagger, a 7th-level human beast trainer gladiator with 2 trained rasclinn – known for using poison
3	K'tek and R'rap, a pair of 4th-level thri-kreen gladiators, WS gythka
4	Juthrak Foe-Render, a 12th-level human montare gladiator riding a heavy crodlu
5	Lute, Merri, and Delf, three 3rd-level halfling gladiators, WS master's whip
6	Arasza "Slice" Trillik, a 6th-level half-elf jazst gladiator dancer
7	Song Felieu, a 9th-level elven martial arts gladiator with a penchant for terrible ballads
8	Z'tra, a 5th-level thri-kreen gladiator, WS chatkcha
9	Kalvor, a 8th-level dwarven gladiator, WS gouge
10	Yog, a 10th-level half-giant gladiator

Creature Combatants for the Tyr Arena Table

Roll 1d10	Result
1	Gaj
2	Giant stag beetle
3	Five antloid warriors
4	Tagster
5	Five wild kanks
6	Flailer
7	Three b'rohg
8	Giant scorpion
9	Tembo
10	Beast-headed giant
11	Tigone
12	Ten zhackals
13	Braxat
14	Two anakore
15	Twelve gith
16	Athasian sloth
17	Jozhal
18	So-ut
19	Behir
20	Nightmare beast

43. Kalak's Ziggurat

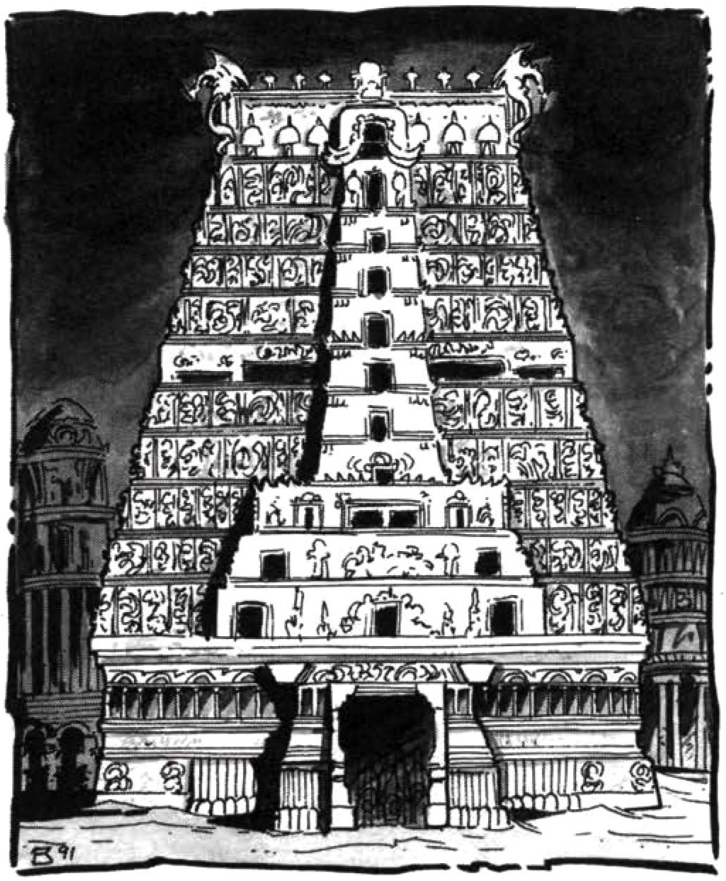
"The great ziggurat towered above the squalor of the sun-baked city. Each level of the terraced pyramid was finished in glazed brick of a different colour: gleaming violet at the base, then indigo, azure, green,yellow, fiery orange, and, finally, scarlet. In the centre of the huge structure, a pair of mighty bastions marked each of the seven levels. The bastions flanked an enormous staircase, which ran straight from base to summit, reaching for the flaxen moons that hovered over the monument's lofty crown and infused the hazy pre-dawn sky with an amber blush."

*From **The Verdant Passage** by Troy Denning*

The ziggurat that Kalak constructed for his ascension to dragondom still towers over the city's centre. It remains a constant reminder to the people of Tyr of the cruelty and oppression that once ruled their city. To this day, it is an object of fear and loathing. The great tiles and mosaic works lie in disrepair about the ziggurat. Few have dared enter and the ziggurat has become the focus of stories told to frighten children into bed. The ziggurat is a looming horror that cannot be forgotten.

There are three entrances into the ziggurat. The only conspicuous one is located at the top of the great stair. Atop the stair is a small antechamber. The interior walls are lined with obsidian as black as Kalak's heart. On the right side of the room a stair descends. At every level is a landing where the stair turns to the left. After a complete circuit of the compass points, the descent ends at a large, austere room. The walls, ceiling, and floor are all covered by the same obsidian bricks. Shredded paintings cling to the walls; the images of the Dragon once portrayed are now barely visible.

Shattered obsidian is everywhere and a strange odour permeates the area. A dried black ichor covers the floor. A trapdoor is located in the centre of the floor. It leads to an underground tunnel, circular and roughly man-sized. The obsidian brick-lined tunnel extends to the south and west, under the gladiatorial arena. Beneath the arena, the tunnel was filled and sealed before the marketplace opened. Beyond this seal, the tunnel extends to beneath the Golden Tower. Defilers under the orders of King Tithian placed permanent magical seals, guards, and wards to seal the entrance.



Shortly after Kalak's death, a strike force from the Veiled Alliance entered the ziggurat to learn the secret of Kalak's attempted transformation. They went armed with spells and Sadira's information about the location of Kalak's body and the objects needed for the transformation. When they arrived, Kalak's body was gone, but the black obsidian balls remained. Different groups including various rogues and bards have attempted to use the ziggurat as a base of operations. All these attempts have failed.

Merchants' District

The buildings grew larger as we passed from the Tradesmen's District into the Merchants' District, where wealthy and powerful trading houses hold sway. We circled left around the Iron Square with the eyes of the traders bearing down upon us. They scrutinised us, trying to determine our cargo, or watching to see if we belonged to one of their competitors' houses.

"Do not tell the traders what your cargo is if they ask," Ojoba muttered quietly.

"Why? They may want to buy..."

"Do not tell them until you have set up in the arena!"

Just then, as we left the Merchants' District and emerged before the ziggurat, a leathery-faced man in the cassock of a templar strode around the corner of the pyramid, three half-giant guards in tow. He moved to block our path. I looked to Ojoba who suddenly seemed lost in thought.

"What cargo do you carry?" the templar demanded.

"We were inspected upon entry to your fine city..." I began.

"Of course," he interrupted, "but we have a responsibility to regulate honest trade. Now, what is your cargo?"

"Is there a tax that I am not aware of?"

I shot a quick glance over to Ojoba who still seemed to be focused on something else. The templar's patience was nearing its end, I could tell.

"It is obvious you're not going to cooperate." He motioned to his guards who advanced on our wagons. "Therefore, it is my duty to impound your cargo and arrest you pending investigation."

"Good templar, sir." Ojoba's smooth voice cut in calmly. "I am draqoman Ojoba. I speak for my business associate. Of which bureau are you and what rank do you have?"

Ojoba's forwardness seemed to insult the official greatly for the man s face flushed a deep crimson.

"Don't play your little draqoman games with me, Ojoba. You have no right to question my authority in this!"

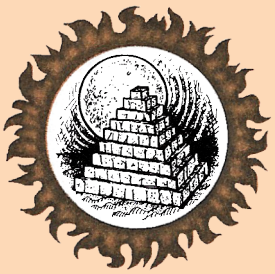
"But I do!"

All heads turned to the speaker, a young female templar who had just entered from the vicinity of the Nobles' Quarter with a single half-giant guard at her side. Her sandy hair fell in a loose braid and she wore a fine bronze chain suspending a badge or emblem.

"Mistress Calia," the old templar said as the colour ran from his face, "there is no need for you to involve yourself in so petty a matter..."

"It is not for you to say," she replied coolly. She looked over to me for a moment, then turned back to the other templar. "Surely you have other duties needing your attention."

"Yes, mistress." To my relief, old leatherhead turned and left without a word.



I started to thank the woman, but she turned back to me and said, "Be about your business and don't bother me again."

Ojoba took me aside and said, "Give me a silver piece."

I stared at him confusedly.

"I work for Calia, too," he said. "Wirik, the other, he's owned by House Stel. Stel, or more likely one of their dummy houses, would have claimed you stole their cargo and Wirik would have 'recovered' it for them, for a finder's fee, of course. You have no house to speak for you in these matters. So I sent a call to Calia. She owed me a favour. Favours don't come cheaply."

I dug a silver coin out of my purse, chalking it up to the cost of doing business.

The Merchants' District lies beside the ziggurat. Moving clockwise from the ziggurat, the Merchants' District is bounded by the Warrens, the Nobles' Quarter, the Tradesmen's District, and the Nobles' Quarter again. Caravan Way divides the Merchant District, ending in a loop around Iron Square where the most powerful trading families have their emporiums.

All Athas' largest trading houses maintain emporiums and agents in Tyr. Interspersed with these are the small traders who fill niche markets and handle spot cargo that the larger merchants have no room or desire for. Fierce rivalries and subtle intrigues punctuate the day-to-day business operations among the competitive merchants.

44. Ezar's Storehouse

Lying near where Caravan Way enters Iron Square, this warehouse has gone through several owners in the past year. Each one died under strange circumstances. Now, no one dares take ownership, and stories say the warehouse is haunted. A secret passage below the building leads into a particularly dangerous portion of UnderTyr.

A local figure known as Jossi the Juggler can often be seen near this intersection. Jossi is an elf street performer who demonstrates her impressive juggling skills for coin. Her performance involves singing, selecting volunteers from the crowd to participate in her stunts, and other tricks designed to delight. Some believe she is the only person able to remain in Ezar's Storehouse and uses it as a safe place to sleep when the need arises.

Jossi is actually a thief who supplements her income by serving as a messenger (and sometimes an assassin) for Tyr's Eyes – a network of beggars, thieves, and other street people. She also works for various criminal elements in the city, including the Toothcutters gang in the Warrens. Jossi sizes up visitors to Tyr, making a note of the inn or tavern where they take lodging. She never knows when this information might be worth something.

45. House Valex

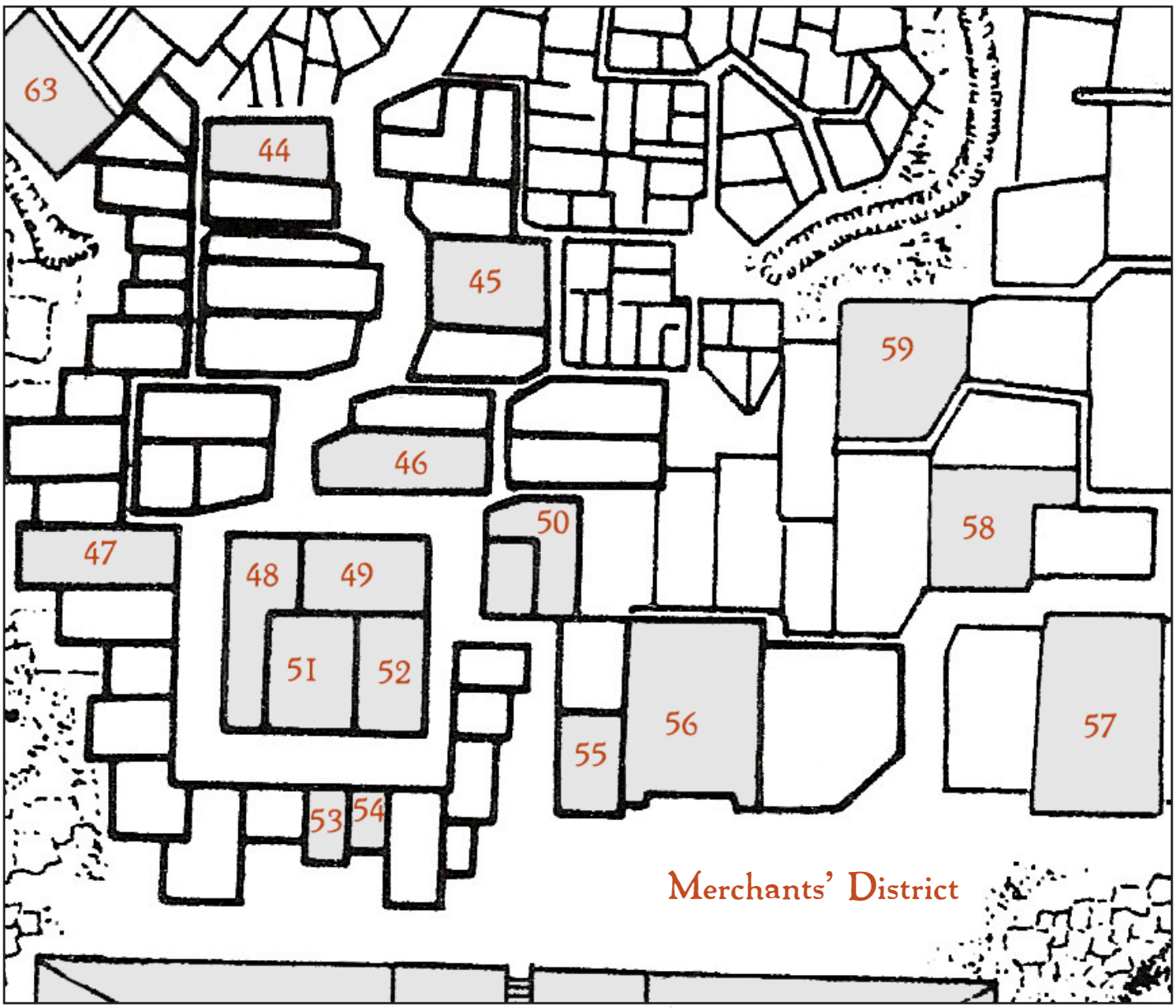
The emporium of Master Sintha, this building has become the centre of House Valex's rising fortunes since the war with Urik. Sintha, always a canny operator, was able to turn a tidy profit in the run-up to the war and used this to bolster his businesses. Sintha has since leveraged this wealth to make House Valex the centre of a growing criminal enterprise that sponsors several lesser houses and gangs of the Warrens. Master Sintha is, as a result, one of the most powerful criminals in the city of Tyr.

46. House M'ke

House M'ke persists in the face of the deteriorating political situation in Raam, its home city. The only thing that has kept this once great house solvent is its huge cash reserves. M'ke mainly trades between Raam and Draj, Urik, Tyr, Altaruk, and Balic. Other important trading posts are found on the route to Nibenay and in the village of Jalaka, located on the edge of the Forest Ridge. Most of M'ke's remaining outposts are manned with skeletal staffs. It has consolidated its holdings in Tyr into one building, selling its former warehouse to a rival. It now occupies the building at the end of Caravan Way directly across from House Vordon's emporium. Its outposts have come under attack more and more of late as raiders and rivals strike to take advantage of M'ke's weakness. Unlike Shom, which seems oblivious to its demise, M'ke is desperately fighting to survive this period of turmoil. Whether it will or not remains to be seen. M'ke would be willing to take on adventurers as caravan or outpost guards, but can't pay much right now.

Emblem: A silver quill pen on a field of red.

Trade Goods: Metals, food, weapons, and obsidian. Some small but profitable trade is also conducted with the halflings in Jalaka for hardwood, feathers, and gems.



47. House Stel

House Stel, based in Urik, is the most aggressive, militaristic merchant house. Its emporium, across from its ally Tsalaxa, is a veritable fortress. Heavily armed and armoured guardsmen patrol the grounds with brisk efficiency. Since the battle between Tyr and Urik, House Stel's popularity has fallen off with the Tyrians. Nevertheless, Stel refuses to give up this valuable link in its chain of trade. The major caravan routes of Stel run from Urik to Raam and Draj. Additionally, Stel maintains a monopoly on the trade routes to Makla and Ogo, where it trades with halfling tribes.

Emblem: A pair of crossed black scimitars on a white field.

Trade Goods: Slaves (outside of Tyr), stolen cargo, weapons, ceramics, iron, and occasionally hostages for ransom. Hardwood, feathers, and gems are obtained from the halflings of Ogo as well.

48. House Tsalaxa

House Tsalaxa, the primary trading house of Draj, takes a predatory approach to business. Blackmail, espionage, and assassination are all acceptable practices to the company in its quest for wealth and power. Tsalaxa maintains friendly relations with House Stel and cordial relations with others except Wavir, to which it is overtly hostile. When the opportunity presents itself, Tsalaxa ruthlessly exterminates smaller houses, picking up the pieces for itself. Tsalaxa frequently hires adventurers as caravan guards, spies, or assassins. Once hired, however, an employee may find it very difficult to resign, particularly if they know any of House Tsalaxa's "trade" secrets. Except for Balic, where Wavir has prevented Tsalaxa from getting a foothold, this trading house maintains important outposts for trade with Altaruk, Walis, and its trade village of Ablath near Silver Spring.

Emblem: A pair of glaring, bestial eyes set on a black banner.

Trade Goods: Tsalaxa is a major supplier of hemp and grain, and occasionally deals in contraband.

49. House Vordon

House Vordon is the region's primary trader of iron. With the iron mines producing once more, House Vordon should profit greatly. Now that the house's cashflow has been restored, Vordon means to set things aright. The primary routes of this trading house stretch from Tyr northeast to Urik and south to Altaruk and Balic. The Vordon emporium takes up a full corner of Iron Square, lying to the left of Caravan Way as it enters the square. A staff of 30 agents and guards serve customers in the emporium. Steel tools and weapons gleam from wall racks, bolts of cotton fabric rest in another corner of the room, and precious works of glass, stone, and gemcraft are displayed in a fine case adjoining the central counter.

The front of the building houses the retail functions, while the rear consists of offices and storage. Anyone entering the emporium is greeted warmly by a Vordon agent who attends to them personally for the entire time they are in the building. Those wishing to make caravan arrangements are referred to the company's main office across the way.

Adventurers won't find employment with House Vordon, but will be referred politely to inquire at one of the smaller trade houses down the street, House Troika. A small, fortified outpost used for storage of wagons and pack animals can also be found five miles south of Tyr.

Emblem: A black diamond (representing iron) on a red-brown field (for the mountains around Tyr).

Trade Goods: Iron, weapons, artwork, textiles, and slaves (outside of Tyr).

50. House Vordon Office

Directly across the street from the emporium next to the Nobles' Quarter, House Vordon maintains its main office and a large, very secure warehouse. A spacious courtyard at the front of the building serves as a staging area for caravans but, with Tyr's trade on the rise recently, few wagons are left idle for any length of time.

51. House Shom

House Shom, a vast trading power from Nibenay, corrupt and decadent, is in advanced stages of decline. Once a name feared and respected throughout the region, Shom now is the target of ridicule and derision. Members of the family have withdrawn from their management of the company, absorbed with their own lavish lifestyles and personal vices. Senior agents care nothing for the collapsing empire. Driven by greed, they use their positions to line their own pockets. Even smuggling and selling contraband can be arranged for a hefty bribe. House Shom has few openings for hirelings right now, but those that are hired should be very careful to watch their backs. The pay is excellent, but current agents are very protective of their positions and are not averse to arranging convenient "accidents" for challenging upstarts. Shom serves most of the major cities except for Gulg. The trading house also maintains the village of Cromlin on the Sea of Silt, one of its few profitable operations, to trade with nomadic tribes in the area. Many other outposts exist, but are generally not profitable or are placed at out-of-the-way locations where trade routes have long ago dried up.

Emblem: Three white dragonflies on a red and black diagonally divided field.

Trade Goods: Obsidian, rice, water, and wood with minor trade in art and weapons.

52. House Wavir

House Wavir, based in Balic, is a dominant force in the southern portions of the Tablelands. This house is on very good terms with the new government of Tyr and is seeking to expand its trade in this area. Wavir currently feuds with Tsalaxa, but has no quarrels with any other houses. House Wavir trades in all the major cities, but also maintains important routes between Balic and Ledopolus, Walis, and Salt View.

Emblem: A silver jozhal on a blue field.

Trade Goods: Grain, ceramics, and precious metals with some small trade in hardwood, gems, and exotic animals.

53. House Troika

House Troika, a new trading house in Tyr, can be found in a cramped office across the street from the Shom emporium. Asher Troika, founder of the house and caravan master, is preparing for a journey to Altaruk, the Lost Oasis, and South Ledopolus, to trade silks and glassware with inhabitants and nomadic tribesmen in exchange for kank nectar, copper, and anything else that might fetch a profit in Tyr. He needs outriders and guards for the caravan. If the player characters take him up on his offer, they will find Asher to be a tough but fair boss, demanding the characters' best efforts and rewarding them well for good work. Over the course of a few adventures, the characters may discover the secret of House Troika. It is actually a dummy trading house for House Vordon. If they investigate further, they may uncover Thaxos Vordon's plans for power in Tyr causing them to become embroiled in a bitter battle against the mighty House Vordon (see **Dune Trader** for details).

Emblem: A silver spear ending in a short lightning bolt on an azure field.

Trade Goods: Silk, glassware, craftwork.

54. House Ianto

House Ianto suffered greatly from the loss of the iron trade under Kalak. The company maintains a few small outposts between Silver Spring, Altaruk, Tyr, and Urik. During the upheaval in Tyr, Ianto moved out of the city, concentrating its resources into a fortress ten miles south of Tyr. Now it has set up an agent in Tyr in a small office across the street from House Wavir hoping to secure a cargo. The company would like to expand into other areas, but needs to make a few successful caravan runs before it could make such an attempt as its coffers were drained by the crash of the Tyrian economy. Ianto will be very receptive to employment inquiries from adventurers, but instead of regular wages, it will offer a small share of the proceeds from the next caravan as all its cash has been spent on cargo. Ianto hopes to barter weapons with halflings of the forest ridge for hardwood and gems.

Emblem: A green inix on a field of yellow.

Trade Goods: Iron, silk, fabrics.

The Running Z'tals

Ten to fifteen youths of various races make up the *Running Z'tals*. The Z'tals hire themselves out as runners, couriers, and heralds. Commonly, messages can be delivered to any location in the city, except the Warrens and UnderTyr, for two bits. Packages or retrieval of goods tends to run five bits to a ceramic piece depending on the size and weight of the item in question. The Z'tals only work the daylight hours and will not enter the Warrens or the undercity. Furthermore, they limit their services to the city proper and can not be induced to leave Tyr for any reason.

55. House Inika

House Inika's small emporium stands at the corner where Caravan Way joins the side street that runs from Iron Square to the ziggurat. Very efficient and conservative in nature, Inika is one of the most profitable trading houses in the region. They deal in small but valuable items and run swift kank caravans to transport their cargoes. Inika almost always avoids open conflict at all costs, but avenges wrongs committed against it by penetrating valuable markets of offending houses. Its outposts are positioned strategically at the crossroads of several important trading routes to take advantage of a variety of markets with a minimum of cost. Inika outposts can be found linking Walis and Altaruk; Gulg, Salt View, and North Ledopolus; Tyr, Altaruk, and Silver Spring; and along the southern edge of the Dragon's Bowl between Raam and Silver Spring.

Emblem: A gold circle on a black field.
Trade Goods: Kola nuts, gems, spices, feathers, and other small, valuable items. Inika does not transport contraband.

56. House Inika Townhouse

Here House Inika maintains a spacious townhouse that serves as residence for its senior agents in Tyr. Loyalty is important to House Inika and providing good accommodation of this sort helps ensure that its agents are not tempted by other houses. There is enough room for up to a dozen agents to stay here at any one time – accommodation is free of charge to those employed by House Inika.

Few Tyrians know this, but House Inika lent covert support to the rebellion that overthrew Kalak (reasoning that his rule had become bad for trade), working in close cooperation with the Veiled Alliance and House Asticles. The townhouse was used as a meeting site for planning certain details of Kalak's overthrow in the final days of his rule, and is still used as a safehouse by the Veiled Alliance from time to time, with House Inika's quiet approval.

57. House Tyrthani Townhouse

A venerable Tyrian family, the Tyrthani enjoyed power and privilege as senators under Kalak and Vildeen Tyrthani continues in that tradition, holding a position on the city's Council. Much of the day-to-day affairs of the House are delegated to his secretary Hanfros, leaving Vildeen free to pursue a life of leisure.

The townhouse is spacious, with a garden, baths, and leafy walkways beneath which Vildeen Tyrthani can take relaxing walks and dream about the past glories of his house. At other times, he is absent entirely from the city, spending his time at the sprawling Tyrthani estates outside of Tyr itself.

Since the revolution, the Vildeen house has fallen on harder times. Many of Vildeen's favoured templars died or changed sides suddenly, and the freeing of the slaves reduced revenues from the family estates. The Tyrthani suddenly found their power greatly weakened, though not broken.

58. House Asticles Townhouse

House Asticles is one of the most famous of Tyr's noble families, popular for the fine wines it produces and for its idealistic leader, Agis of Asticles. Closely linked with the rebellion that overthrew Kalak, Agis' reforms have helped shape Tyr into the free city it has become. Its spacious townhouse sits just back from Iron Square, signalling that Agis sees his family as more closely aligned with the thriving heart of the city than its more reclusive nobles.

59. House Minthur Townhouse

A mid-level noble family, House Minthur has ambitions to expand its estate, ideally at the cost of their rivals, House Freydlav. House Minthur have had enough success in growing and trading grain to establish a respectable townhouse in Tyr, at the edge of the Merchants' Quarter and Nobles' Quarter, but Trevalis Minthur would be far happier with a grander setting. His son Verrasi cares little for such matters, instead spending his time drinking and gambling in some of Tyr's less savoury dives.

Nobles' Quarter

Residences

The Nobles' Quarter can be found to either side of the Caravan District. It is here that merchant princes, several ranking templars, and landless nobles make their homes. Some plantation owners maintain villas here as well. One two, and three-storey buildings of various designs can be found here. The residences in this section of town are expansive and lavish. Many have rooms for live-in servants and some have private courtyards with gardens. A few businesses specialising in luxury goods are located in the Nobles' Quarter also, catering to the refined tastes of Tyr's elite. Private guardsmen patrol the streets of this exclusive area, usually in groups of five to 10, to protect against thieves and ruffians. Don't be fooled, however, by the appearance of order and harmony. Intrigues and deceptions are everywhere in the Nobles' Quarter. They occur behind closed doors and take place on a grander scale than the petty street crimes evident in the poorer sections of town. Consider the townhouse of Daria Rienne, agent of House Tsalaxa:

The mistress of the house sits at her desk, stroking her pet critic and running her finger over the Altaruk-to-Walis route on the map spread before her. Daria has learned of the gambling debts of Argus, a caravan master in the employ of House Brin, a small Tyrian trading concern. In return for her offering to pay his debt and a promise of future employment, he has told her a caravan heading to Grak's Pool to trade for water is actually bound for Walis and gold. The trading house, he says, drained its reserves during Kalak's reign and desperately needs this run to survive. They spread the water rumour because they can't afford extra guards and don't wish to appear vulnerable.

She settles back in her chair, composes herself for a moment, and concentrates on the image of a Tsalaxan agent in Altaruk. In a few minutes, Daria has conveyed her plan telepathically to the Altaruk agent.

"Another week," she thinks, "perhaps ten days, and their gold will be Tsalaxa's gold." Daria allows herself a slight chuckle before reaching out for another familiar image.

"Yes-s-s-s," she hears the dusky thri-kreen in her mind.

"Klik'l, do be a good fellow and dispose of Argus of House Brin for me. I'll pay your usual fee," she mindspeaks, "and you can eat him if you like."

"Y-e-s-s-s, mistress-s-s-s."

She breaks the contact, puts aside the map, and pulls out a ledger bearing the Tsalaxan symbol. Checking over the inventory, it's only a moment before she's forgotten about House Brin and Argus, and is onto other business.

Shops

As one moves away from Caravan Way into the Nobles' Quarter, the shops take on an air of sophistication. A herbalist's shop appears with rare spices, medicinal herbs, and exotic oils. Vendors of colourful silks, glassblowers, and perfumeries adorn the well-kept walkways.

The Scarlet Helms

The Tyrian Guard doesn't venture into the Noble District. Instead, major noble families rely on the city militia or, more often, their own small private army. Called the Scarlet Helms after their red-dyed inix-scale headwear, these troops maintain order in the streets and escort non-residents out of the district by nightfall, keeping special watch where trade districts adjoin noble neighbourhoods.

A Scarlet Helms squad consists of a leader (usually a human or mul gladiator) and several well-trained half-giant guards. A number of ex-gladiators have hired on with the Scarlet Helms since Kalak died and the slaves were freed.

60. Narissa's Colours and Scents

Sweet fragrances waft out of a small, sand-coloured townhouse on the fringe of the Nobles' Quarter near Caravan Way. The proprietress, Narissa Dreev, lives on the upper floor. The lower level houses her business which offers perfumes, body oils, face paints, and colourful feathers to clients with a taste for finery. The gallery consists of platforms and pedestals displaying the luxury goods. Narissa waits on customers personally. A half-elf of striking beauty, she wears her waist-length blonde hair in a long braid. In addition to the aforementioned goods, Narissa is also an excellent source of poisons.

61. Sweetwater Inn

For those who want the finest, and can afford it, there is the Sweetwater Inn. It caters to visiting nobles and traders with gold in their pockets and a desire for pampered care. Gourmet meals are served in the inn's exquisite dining room or brought to the guest's room upon request. Maids and stewards are on hand to clean the rooms and provide more personal attention, such as private baths and massages. Tipping is encouraged. Runners are available at no extra charge to deliver messages or make purchases for guests. The inn has an arrangement with the Messenger's Mount stables for care of guests' mounts. The luxuriant decadence of the Sweetwater Inn can be had for 1 silver piece a night per person.

Featured Extras (inclusive)

- Deluxe rooms
- Scented baths
- Access to private well
- Rooms cleaned by in-house staff
- Personal attention from trained experts
- Runners available at no extra cost
- Mounts stabled free of charge at Messenger's Mount Stables (off Caravan Way)
- Gourmet meals delivered to rooms

House Menu

Starters

- Devilled tembo kidneys
- Roasted olive, tomato, and chadnut salad
- Crispy fried locusts and baked hurrum platter, served with a kank honey dip
- Dune crab salad
- Faro needle and olive bread spread with kank honey

Main Courses

- Spatchcocked jankx, pan fried, with a barbelberry sauce and served with wilted greens
- Inix haunch, spit roasted to your taste and served with boiled zunga tubers on a faro bread trencher
- Boiled conashellae, flavoured with fennel and garlic
- Braised z'tal, gently cooked, flavoured with saedra berries, served with wild rice and pickled chadnuts
- Whole roast gorak, a traditional favourite, will feed six to eight people (or four muls)

House Specialities

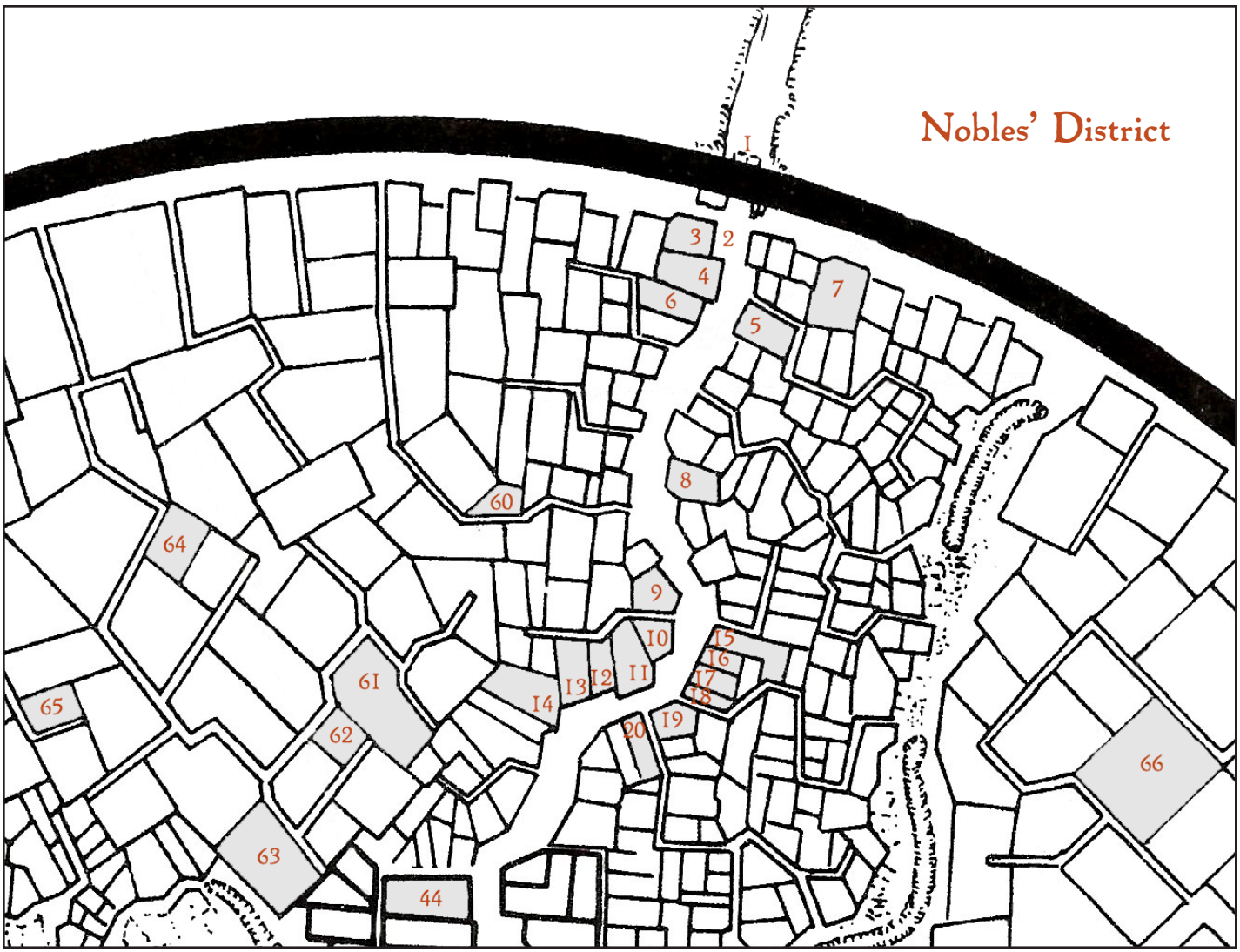
- "Zabra" – A dish of sandworm jerky, soaked overnight in Tyrian red wine, coated in flour and spices, then deep fried until golden brown
- Silt horror surprise – This rare and unusual dish will serve six, featuring boiled erdlu pieces, hot Urikite peppers with diced horror tentacles in a base of wild rice and tomtom beans (the horror currently in season is white silt horror)
- Seared cloud ray steak, cooked traditionally over agafari charcoal and served with mulga berry sauce and zaal tree hearts – a rare delicacy
- Poached cave fisher tails, gently poached in broy to lend a unique flavour, covered in a carru cheese sauce and grilled, served on a bed of finely shredded groundstar leaves with a side of fried onion rings

Desserts

- Faro fruit jelly
- Iced carru cream with barbelberry sauce
- Balican pears poached in honey with whipped carru cream
- Faro needle crackers, Tyrian red grapes and a selection of carru and aprig cheeses

Taproom Menu

- Faro needle gruel
- Faro bread with kank honey
- Fig and carru cheese platter
- Lizard kebab
- Sliced roast aprig on bread trencher with gravy
- Mixed fruit salad with cinnamon and honey
- Aprig and zunga tuber stew
- Boiled rice with fried carru strips
- Spicy fried z'tal drumsticks
- Crispy fried sliced aprig with smoked cheese on bread
- Erdlu egg – raw, boiled, scrambled, or fried
- Spicy chorri sausage
- Broy
- Blue cactus ale
- Jalath'gak blood (filtered)
- Kank nectar
- Bulis and Asticles wines
- Silver scuppernong



62. The Jade Jozhal

This small, but well-appointed jewellery store resides at the fringe of the Nobles' Quarter. The owner, Korik Marrish, works in a variety of media including bone, horn, wood, and metals, with and without gems. Unlike some designers whose work is in vogue one day and out the next, Korik creates simple designs with understated flair and variations that carry broad appeal. He is assisted by his son, Verik, and has a thri-kreen bodyguard with him at all times. (**Thri-Kreen Bodyguard:** G8; AL N; AC 18; MV 18; hp 59; Attack +14; #AT 5 or 2; Dmg 1d4+6 (x4)/1d4+7 or 2d4+8 (gythka); ML 14; specialised with gythka and chatkcha.)

It is said that Korik somehow saved the thri-kreen's life while on a buying expedition and, in return, the insect-man agreed to serve him for three years. The truth of this tale is unknown.

Korik Marrish

6th-level Male Human Trader, Lawful Neutral

Armour Class 16 (sygra leather)	Str 16
Movement 12	Dex 19
hp 28	Con 16
Attack +3	Int 17
#AT 1	Wis 15
Dmg: 1d6+2 (bronze short sword)	Cha 12

Proficiencies: Short sword, sling, club, darts; appraising, bargain, craft (gem cutting), etiquette.
Psionics Summary: Power Check +2, PSPs 10, MAC 11; Wild Talent—*psychic messenger* (PS 13; Cost 5/2).

Korik is a pudgy man in his forties. He is very vain and grows his hair long on one side so that he can comb it over his balding pate. This seems to only attract attention to his baldness, which frustrates him to no end. He wants very much to be accepted by the nobility and doesn't miss an opportunity to ingratiate himself with anyone of higher social standing than his own. This desire to please can work against him in his business dealings. Korik will occasionally (40% chance) be interested in buying gemstones. If so, he will usually offer 30% of the gem's value and can be bargained to 50%. If a lady of high social standing is involved in the transaction, however, this percentage should be increased by 1% for each point of Charisma she possesses. Likewise, if a lady of high station wishes to purchase an item, the selling price should be reduced by the same 1% per point of Charisma she possesses.

When in the store, Korik usually stays in his backroom workshop while his son attends to customers. A small window in the wall allows him to observe the comings and goings in the selling room while he works. If a person of high social stature enters the shop and Korik notices (40% chance), he'll come out front himself and wait on the customer. His son, aware of his father's societal obsession, will attempt to position himself to block the view from the workshop whenever this occurs.

63. Sandstone Inn

The Sandstone Inn is run by Prihn Gorim, a graying, middle-aged woman. The Gorim family used to travel the Tyr-to-Balic trade routes with silks and textiles. A few years ago, while Prihn was in Tyr, braxats attacked the Gorim caravan, murdering everyone. Now, the family home is all she has left and she refuses to part with it. To maintain the home and feed herself, Prihn operates the house as an inn. Visitors may rent rooms by the day, the week, or the month (paying in advance). A courtyard at the rear of the main building contains a small stable where up to six crodlu or erdlu can be housed.

Meals at the Sandstone Inn are included in the price of the good quality rooms and feature simple but well-made fare such as kip sausages, gorak steak, erdlu eggs, faro cakes, mixed vegetables, and inix tail. Bulis and Asticles wines, and Tyrian ale are the house drinks. The prices also include stabling for one mount per guest

	One Night	One Week	One Month
Single room	5 ceramics	25 ceramics	75 ceramics
Double room	8 ceramics	35 ceramics	13 silver
Single suite	7 ceramics	30 ceramics	12 silver
Double suite	9 ceramics	40 ceramics	15 silver
Grand suite	1 silver	5 silver	2 gold

64. Rhey's Apothecary

A well-stocked store in the heart of the Nobles' Quarter, items for sale include medicinal herbs, water pipes, scented candles and oils, incense, and musical instruments. Rhey Khal, a middle-aged male human, is rumoured to dabble in magic and deal with enchanted items. He responds to most inquiries about such interests with self-deprecating humour.

65. Athas Revealed

This shop caters to merchant houses, explorers and adventurers. Its wares include maps (of city-states, areas, ruins, and more), navigation charts, explorer's journals, and (to those who are willing to pay and uncaring of the risks involved) routes and access points into UnderTyr.

66. Blacksun Villa

The Shahram noble family turned a portion of its manor into a private ballroom, where it hosts fabulous parties to which few other noble families are invited. The holder of an invitation is the envy of Tyr's aristocrats, but the plain papyrus cards stamped with a black circle and date are rare commodities.

The templars believe the villa is the front for a cult, and that its parties are dark ceremonies. However, the nobles who attend the parties have great political influence, and the templars lack hard evidence that would substantiate the rumours. Thus, they have taken no action to investigate what might hide behind Blacksun Villa's facade.

The Warrens

Every city has its slums and Tyr is no exception. The Warrens sprawl across the northern quarter of the city. Until the recent revolution, many of the buildings here were unoccupied. The few that were inhabited housed lower-class freemen and former slaves, poor but hardworking and proud. They kept their houses and businesses in good order. Closer to the centre of town lies the Elven Market, Bards' Quarter, and Shadow Square, three areas of commerce in the Warrens. No one cared much about the other ruined, dilapidated structures that filled the area. These often served as sources of building materials or trash dumps for residents of the Warrens.

Much of this changed, however, with the assassination of Kalak and the freeing of the slaves. Suddenly, a huge influx of people, mostly ex-slaves, moved into the Warrens. Out of work and no longer living on the plantations that housed them, the Warrens were their only refuge. Some have found work and seek to make their homes here, repairing and improving the structures they've taken for their own. Others, less fortunate or ambitious, have chosen a more predatory approach to survival: crime.

Gangs now roam the Warrens, targeting any who look like they might have a ceramic piece on them. Muggings and robberies have risen drastically, and the Guard finds bodies in the street almost daily. At times, violence spills over into the trade districts or even the Nobles' Quarter. Templar patrols do little good. The mobs scatter when they see the Guard coming, vanishing like rats into the ruins. Several tradesmen, enraged by extortion, vandalism, and thievery, have employed mercenaries to patrol their streets. Repeated clashes occur between the mobs and the sellswords. For now, the mercenaries have the upper hand and the mobs seem to be staying in the Warrens.

Gangs in the Warrens include the following:

Toothcutters: This pack of murderous elves controls the largest swath of the Warrens. Many shops within (and outside) the Warrens pay protection money to the Toothcutters. The influential half-elf Shivrin has a secret association with this gang.

Iron Rats: Thieves and cutpurses, the Iron Rats spend most of their day in richer districts, taking valuables from the unwary and dodging the Tyrian Guard. Trink in the Smiths' District fences stolen goods for the gang.

Ruincreepers: This group of displaced halflings lives like feral animals in the deepest part of the Warrens. Word is that they have tamed an escaped braxat that lairs among the dilapidated structures.

Those entering the Warrens would be well advised to stick to the fringe areas. Travel by day and not alone, if possible. Anyone entering the interior of the Warrens should go armed and keep his wits about him. Parts of the Warrens are rumoured to be haunted and monsters lair in darkened corners of the ruins. The headquarters of the mysterious Veiled Alliance is also said to be hidden somewhere within the Warrens. Surely, the Veiled Ones would kill interlopers to keep their secret. Be forewarned; those who enter the Warrens do so at their own peril.

67. The Elven River

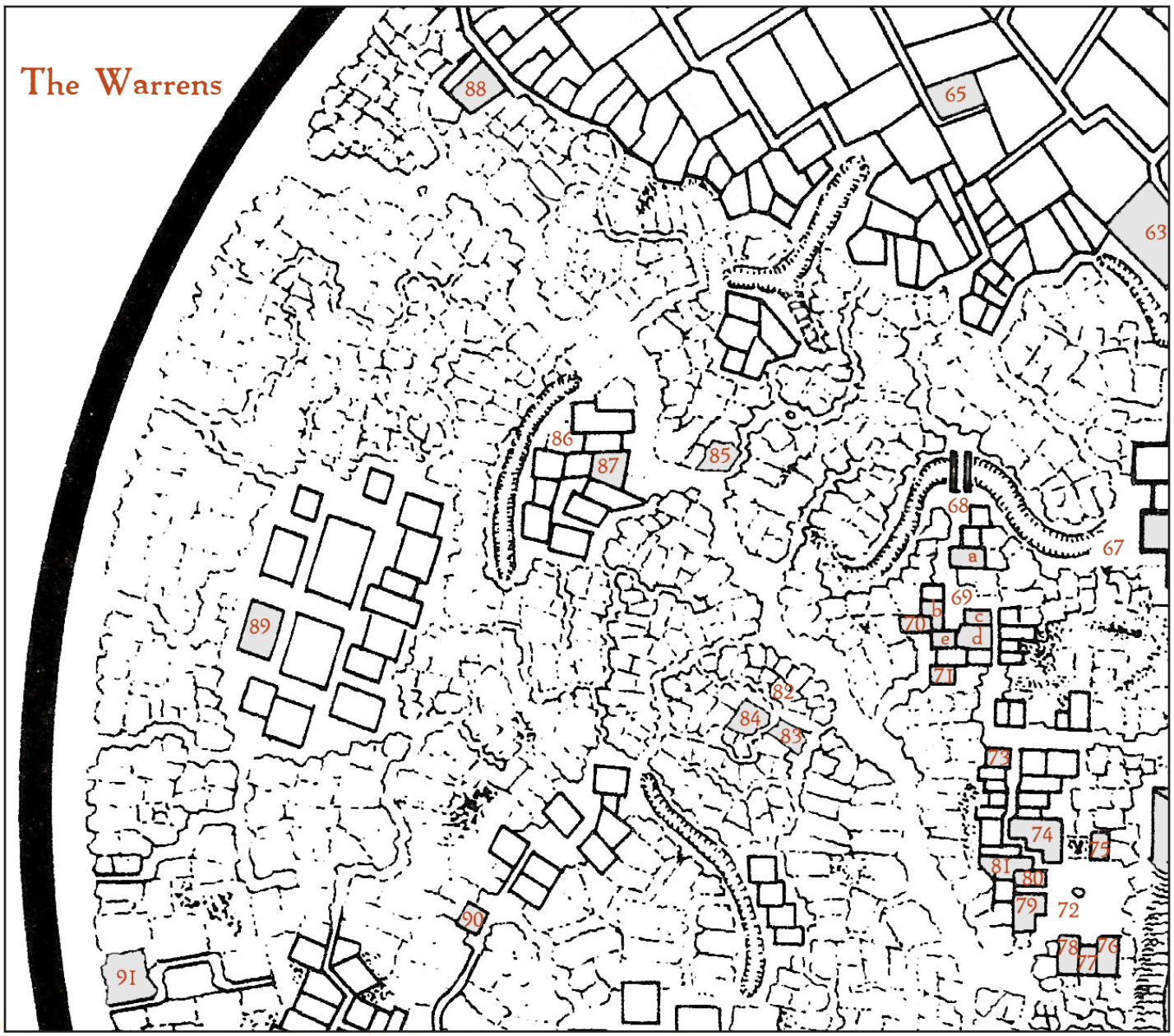
In Tyr's ancient past, two great rivers flowed through the city. Now they are dried up, their channels choked with dust, rubble, and refuse, or covered over with centuries of construction. In some places, these provide access to UnderTyr for those who know where to look.

68. The Elven Bridge

The ancient Elven Bridge stands as ignominious reminder of the past. Its dusty, serpentine streambed speaks of Tyr's lost legacy. The barren gully below the bridge provides ample space for a seller to address groups of customers. In the past, the bridge and streambed have served as a market to auction slaves, a secluded spot to handle clandestine exchanges of contraband, and an ambush point to waylay stragglers from the Elven Market. Its role remains largely unchanged today, except for slave trading, which is now outlawed in the city.

69. The Elven Market

Tyr's Elven Market is located in the Warrens between the Elven Bridge and Shadow Square. Its inner-city location allows Tyrians easy access to the market. Several of Athas' nomadic elven tribes trade here, bringing exotic goods and curiosities from across the region. Each tribe owns one or two of the gray-brown brick buildings that border the market area. The buildings typically have a broad door and a large window with counter from which the elven merchants hawk their wares.



Anything (legal or not) can be found in the Elven Market if the customer can afford it and knows the right questions to ask of the right people. Nobles often have servants accompany them to watch for cutpurses, for the Elven Market is rife with thieves and con artists, or even actual bodyguards, ostentatiously armed. Others clutch their purses tightly, having a care not to display unnecessary wealth.

In spite of its predatory nature and the dubious quality of its products, the Elven Market draws throngs of people from all over the city because, quite simply, one can acquire items here that seldom can be found anywhere else in Tyr. Here, away from the eyes of the authorities, all things are possible. Although the market's sellers and inventory change with the passing of each desert wind, a sampling of goods and vendors are detailed below.

a. Nightwinds Sisters

Giant-hair ropes, fleece, and feathers from the silt islands are sold by Arelia Gryon of the Nightwinds tribe. Her sister, Tala, sells fine weavings depicting many beautiful scenes of the desert. These she makes herself in the shop.

Arelia Gryon: F6; AL NG; AC 12 (carru leather); MV 12; hp 39; Attack +4; #AT 1; Dmg 1d8–1 (bone long sword).

Tala Gryon: T5; AL CN; AC 14 (Dex); MV 17; hp 23; Attack +2; #AT 1; Dmg 1d4–1 (flint dagger).

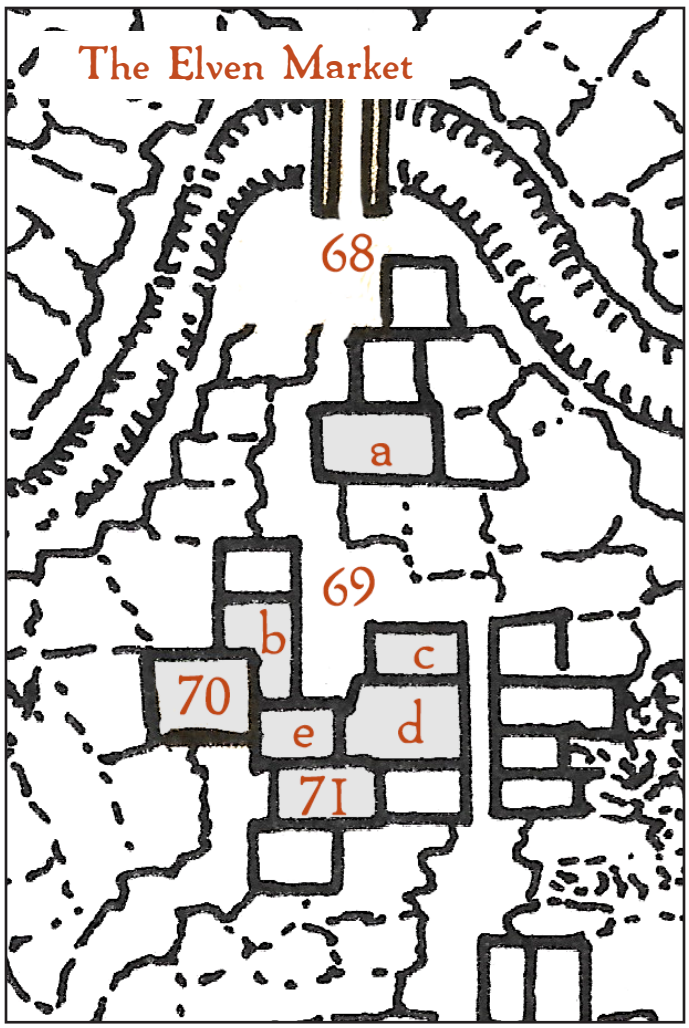
b. Shiral's Succulents

Fruits, vegetables, and wines from the Crescent Forest and Forest Ridge can be had from Shiral. The fruits and vegetables (preserved magically) are quite fresh, the wines exotic and flavourful. The prices are high, but for those with discriminating palates and extravagant tastes, Shiral's is the place to go. This outgoing, melodious-voiced elf can provide magical fruits for trusted clients. From 1 to 4 will be available at any time. He is also a good source for spell components. Shiral is not a member of the Veiled Alliance and will not acknowledge any awareness of them.

Shiral: W7; AL LN; AC 10; MV 12; hp 18; Attack +2; #AT 1; Dmg 1d4 (steel dagger) or by spell; Spells 4 1st, 3 2nd, 2 3rd, 1 4th; Magical Items: *wand of lightning*, 23 charges.

c. Stormbird's Supplies

Weaponry and armour suppliers Wik (also known as Stormbird to the elves) and his assistants Chirl (Darkhand) and Mayz (Whisperblade) generally have a fair selection of previously owned equipment. These three unscrupulous elves sell weapons looted from caravans raided by their own tribe or others. They pass their stock off as first rate, although the weapons are often nicked or contain barely visible hairline fractures that will split the weapon on the first solid blow landed. What armour they sell frequently exhibits tears or cracks that make it more vulnerable to attacks (+1 to +3 penalty on Armour Class). They ask standard rates for their items, except metal items which receive a 25% markup, but a shrewd bargainer can talk them down. All sales are final and there are no guarantees or returns. The armsmen will buy weapons, but only at half the retail rate and that only if the items are in very good condition.



Wik (Stormbird): F8; AL LE; AC 16 (carru hide + Dex); MV 17; hp 55; Attack +6, #AT 3/2; Dmg 1d6+1 (obsidian-tipped trident); Magical Items: *boots of levitation*, *dust of illusion* (2 applications).

Chirl (Darkhand): F6; AL NE; AC 13 (carru leather and agafari shield); MV 12; hp 42; Attack +6; #AT 1; Dmg 2d4 (bone ranseur).

Mayz (Whisperblade): F4; AL NE; AC 15 (sygra leather + Dex); MV 17; hp 29; Attack +4/+2; #AT 1; Dmg 1d4–1 (x2) (obsidian daggers). Note: Mayz is specialised in the dagger (melee not thrown). He gets 2 attacks per round and +1 to hit, +2 damage with daggers only. He attacks normally with other weapons. Magical Items: *potion fruit of diminution*.

d. Vinia Skon

Household pets like critic, hurrum, lizards, ock'n, and other small animals can be found in the building of Vinia Skon. In addition, she sells furs and leathers from larger animals, although her inventory in these goods is somewhat limited. Mounts also can be acquired from Vinia at 20% off market rates, but take 1 to 4 weeks to get in and must be picked up outside of town. Occasionally, an identifying mark from one or another merchant family will be found on a mount, but Vinia always denies any wrongdoing, claiming the animal must have been a stray or that the scar is nothing more than a birthmark that just happens to resemble one of the merchants' runes.

Vinia Skon: B7; AL CN; AC 12 (kip leather); MV 12; hp 23; Attack +3; #AT 1; Dmg 1d6–1 + Type M contact poison (obsidian short sword); Psionics: PC +2, PSPs 6, MAC 13; Wild Talent—*animal affinity*: panther (PS 12; Cost 3/1); Magical Items: *cloak of arachnidia*.

e. Hall of Light

The Hall of Light provides lighting materials and fixtures to suit anyone's needs. Candles, torches, lanterns, and magically illuminated wands and glass orbs can be purchased within. Lamps can be made to order. Special effects lighting, such as smokeless torches, scented candles, or oils that burn in pastel hues of pink, blue, or green are also available albeit more expensively so.

The proprietor, Lori Wysh, is a flame priest. Lori's psionic wild talents are formidable – he considers them a sign of favour from the fire spirits and never uses them frivolously. Like his element, Lori is a wildly energetic man. His moods run from upbeat and enthusiastic to hot-tempered and vitriolic. Everything he does, he does with a passion. He enjoys his work and will happily converse on the nature of fire and its uses for hours with anyone who will listen. His *flame flail* conforms to the description for a *+1 sword, flame tongue* except that the flame can be activated and deactivated with a command word.

Lori Wysh: P5; AL CG; AC 12 (kip leather); MV 12; hp 22; Attack +2; #AT 1; Dmg 1d6+1 + fire damage (*+1 steel flame flail*, activated by command); Spells: 4 1st, 4 2nd, 2 3rd; Psionics: PC +2, PSPs 30, MAC 13; Wild Talents—*telekinesis* (PS 15; Cost 9/4+), *control flames* (PS 12; Cost 3/1), *control temperature* (PS 12; Cost 3/1); Magical Items: *gem of seeing*.

Many other goods and services are available in the Elven Market: tattoos, artwork, leather goods, brass and bronze work, fortune tellers, minstrels, and more. The faces constantly change as tribes pass through Tyr, replenishing their inventory and leaving members behind to work the shops for a month or two for the elves are a restless people, never content to remain in one place for long. The market reflects their transient nature and feral charm, each visit is different from the last.

70. The Crystal Spider

The most notorious gambling hall in Tyr, the Crystal Spider, lies just off the Elven Market. The three-storey building seems out of place in the crumbling, ramshackle neighbourhood. It has a courtyard of sorts with a small bubbling fountain in it, separated from the street by an ancient wall and gate. The arch above the gate bears a silver-plated spider as symbol of the house. The house possesses a small private artesian well and supplements Girias' (the Minister of Wells) stakes when he comes to gamble, in order to maintain its "private" status.

The Crystal Spider boasts an expansive interior with a long bar at the rear. Musicians and dancing girls entertain customers as they wager coins in a variety of games. Some of the finest and most exotic food in all Tyr can be found in its luxuriant dining room, although only the wealthiest of citizens can afford the extravagant fare. Lavish sitting rooms, offices, and rooms reserved for special patrons fill the upper floors.

A gorgeous half-elven ex-gladiator named Krysta runs the gambling hall. Beautiful and provocative, Krysta wields her sensuality as deftly as any blade. She maintains a close friendship with Rikus going back to their arena days, but remains fiercely independent. Her staff consists largely of half-breeds like herself – half-elven dealers, half-giant guards and bouncers, and mul cooks. Krysta knows the alienation extended to those of mixed blood on Athas. She pays well and her employees are fanatically loyal and highly competent, able to spot all forms of cheating including psionics and magic. Their chance of successfully spotting a cheater equals 70% minus cheater's Intelligence, minus 10% if the cheater has gambling proficiency and makes a successful check. The spotting roll is made each time a character attempts to cheat.

Boneclaw steak	5 bits
Cha'thrang grill	8 ceramics
Cloud ray steak	10 ceramics
Inix tail	4 ceramics
Jankx fillet	1 ceramic
Kip broth	1 ceramic
Mekillot steak	5 ceramics
Selected succulents	1 ceramic
Sweet culen cake	5 bits
Faro pastries	4 bits

Ale (various)	5 bits
Broy	5 bits
Gulg nectar	3 ceramics
Jalath'gak blood	5 ceramics
Asticles wine	12 ceramics
Bulis wines	12 bits
Scuppernong	1 ceramic

71. Kalak's Demise

One of the worst taverns in Tyr, Kalak's Demise used to be called The Monarch's Eye, but was renamed after the death of the sorcerer-king. The renaming didn't improve the establishment. The food and drink are poor but cheap, and fights are frequent. The Toothcutters gang frequents the Demise and their violent ways fit right in. Disagreements are settled with a knife to the face or the ribs and bodies are simply dragged out back and dumped in the alley for the rubbish slugs to feast on. The Tyrian Guard and templars give the Demise a wide berth.

This is definitely a place that welcomes only those locals who are able to fend for themselves. All others are cautioned to stay away. Trom, the gap-toothed mul proprietor, turns a blind eye to trouble.

Erdlu egg	1 ceramic
Kip skewers	3 bits
Oleracea soup	3 bits

Broy	1 bit
Broy (spiced)	1 bit
Bitterbyrne ale	2 bits
Tyrian ale	1 bit
Scuppernong	8 bits

72. Shadow Square

"The stadium charged five ceramics for our selling space!"

"One must sow the seeds before one can reap the harvest," Ojoba prattled when I complained, but afterwards he did deliver me to the promised ale.

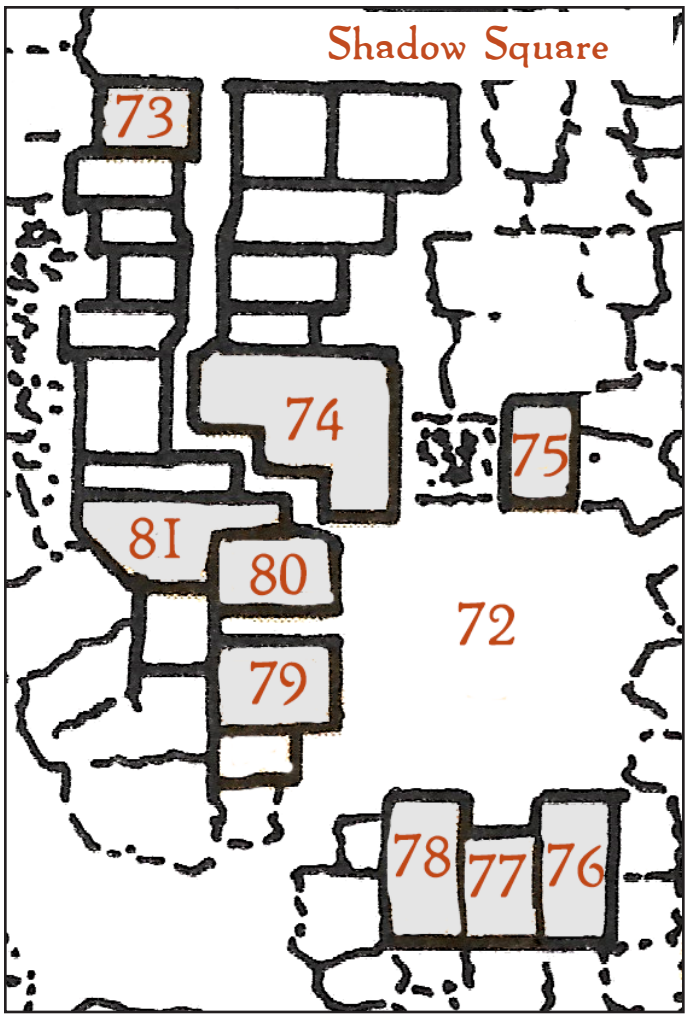
"I tell you what," Ojoba said to me as we entered Shadow Square. "I like you, man. I like you well. So today I'll buy the first drink."

Just inside the Warrens from the ziggurat sits Shadow Square, a small entertainment district at the junction of five lanes. Six wineshops, a gambling house, and two hostelries surround the plaza. The square's busiest hours usually occur between sunset and the pre-dawn hours, although a steady trickle of customers can be found here at almost any time of day.

73. The Screaming Cellar

Just off Shadow Square is the home of one the more unusual residents of Tyr. The establishment, whose ownership has changed many times, has a dwarven banshee protecting its wine cellar from whence the winehouse takes its name. Many years ago, a dwarf by the name of Portek was given a job defending the cellars of the establishment. The defence of the cellars became his focus. One hot night, a group of elven raiders broke into the cellars via a secret passage from UnderTyr, slew Portek, and stole casks of the proprietor's wine. Portek now is cursed to defend the remaining casks left behind during the raid for eternity. The particular cellar is now unused as Portek remains its guardian. An occasional drunken adventurer will enter the catacomb underneath the tavern to face the banshee, never to be seen again. To this day, Portek remains a creature haunted by his own past

Broy	2 bits
Tyrian ale	5 beads
Scuppernong	8 bits
Asticles wine	8 ceramics
Tyrian red wine	7 bits
Blue bulis wine	8 bits
Purple bulis wine	9 bits



Portek: Dwarven banshee; broad shouldered, huge belly; Int Low; AL NE; AC 20; MV 12; HD 10; hp 75; Attack +10; #AT 1; Dmg 1d2+10 (fist); SA gaze, malediction, and psionic; SD steel or +1 or better weapon to hit, SZ M; ML 17; XP 1,100.

Portek was a dwarf of Tyr who developed a gambling and drinking problem that he was unable to control. After a series of losses in the arena and other failures, Portek made guarding this cache of wine his focus, in the hope that it would give him some control back over his life. He was wrong. The alcoholic, former gladiator was drunk on the night of the attack. He had been drinking the wine he had been hired to protect. His own ineptitude led to the failure of his focus and his anger caused him to become what he is today.

74. The Red Kank

A popular wineshop of moderate quality and reasonable prices, this two-storey structure features a terrace on the upper floor where customers may enjoy their food and drink while watching the comings and goings in the square below. The Red Kank is so called because it has a dead kank painted red hanging outside the building. The kank is often stolen and placed in amusing locations around the city.

Broy	2 bits
Broy (spiced)	3 bits
Cactus ale	1 bit
Scuppernong	1 ceramic
Blue bulis wine	1 ceramic
Purple bulis wine	12 bits

75. The Happy Dwarf

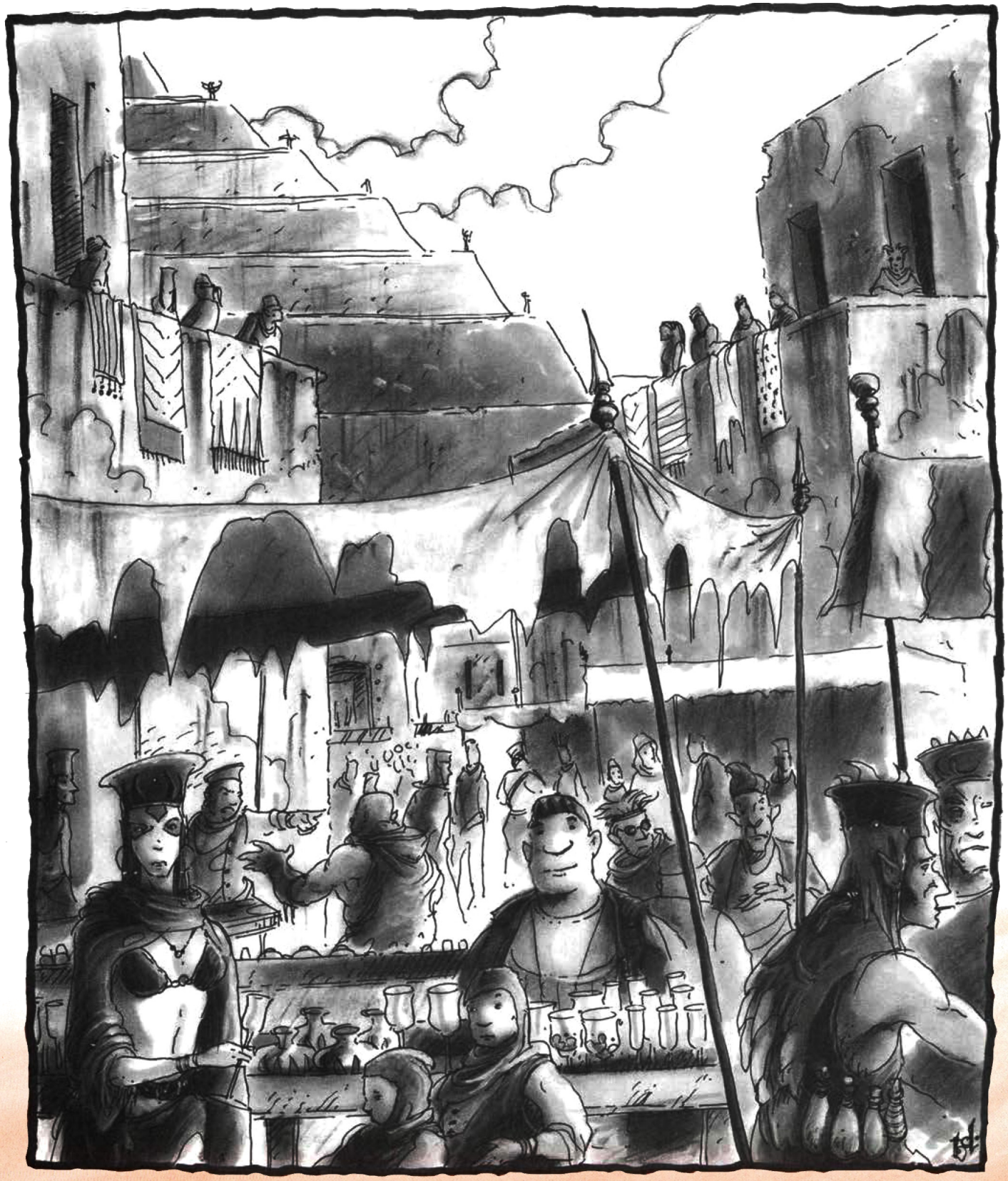
The Happy Dwarf serves the widest variety of ales in the city including its own brand, "Cactus Blue," a potent draft which is brewed from the tough grall cactus that grows in the badlands west of Tyr.

Erdlu egg	1 ceramic
Z'tal slice & faro bun	5 bits
(w/ boneclaw cheese)	7 bits

Broy	2 bits
Bitterbyrne ale	3 bits
Cactus Blue ale	2 bits
Stonelands Dark ale	2 bits
Tyrian ale	1 bit
Urikite ale	2 bits
Scuppernong	8 bits

76. Twin Kanks Hostelry

A boarding house that caters to the less-discerning, the Twin Kanks Hostelry is a single-storey building that uses the ruins that lie beside it as a makeshift corral for guests' mounts. Run by the human Balkaresh, his wife Kesh, and a former slave boy called Patroo, the hostelry charges a ceramic per night, with only the most basic of amenities. Balkaresh is not interested in his customers' complaints. If they don't like it, they can go stay elswhere. Many do.



77. The Rats' Nest

The Rats' Nest is the dive of choice among the city's less discriminating drinkers. It's got the cheapest ale and wine in town, and it tastes like it. Rumour has it that the Rats' Nest serves as a fencing operation for stolen goods as well.

Kip skewer	2 bits
Broy	2 bits
Tyrian ale	2 beads
Scuppernong	8 bits
Blue bulis wine	6 bits
Purple bulis wine	7 bits

78. The Weeping Widow

The Weeping Widow caters to gladiators and fighting men. Several stuffed or dried trophies from old arena kills are prominently displayed on its walls, and stories of their taking are often bantered over a mug of ale.

Bitterbyrne ale	5 bits
Stonelands Dark ale	2 bits
Tyrian ale	I bit
Urikite ale	3 bits

79. The Drunken Giant

Lacking the pretensions of its competitors, this fine tavern serves good food and drink at affordable prices. The owner is rumoured to be friendly with the Veiled Alliance – those seeking the preservers may hear of a secret entrance to UnderTyr in "the belly of the giant", where the Alliance can be contacted. The staff refuse to discuss such matters.

Erdlu egg	I ceramic
Erdlu steak	3 bits
Faro cakes	I bit
Kip skewers	3 bits
Oleracea soup	4 bits
Broy	I bit
Broy (spiced)	2 bits
Bitterbyrne ale	2 bits
Tyrian ale	I bit
Scuppernong	9 bits

80. Midnight Sands

Midnight Sands has more atmosphere than other establishments on Shadow Square, attempting to lure the important merchant trade and other visitors to the city. It boasts large cushioned booths with sheer silken curtains fluttering in the breeze, scented oil lamps, and winsome serving girls. Its lavish approach does seem to encourage business, but its prices are nearly twice those of other wineshops in the square.

Inix tail	5 ceramics
Kip broth	2 bits
Kip skewers	4 bits
Broy	3 bits
Broy (spiced)	5 bits
Bulis wine	2 ceramics
Tyrian ale	2 bits
Scuppernong	2 ceramics

81. The Fortune Oasis

A streetwise half-elf named Luris runs this gambling house. His staff consists of eight gamesmen of various races, four thri-kreen and two half-giant "doormen,' an accomplished psionicist (Level 9, PSPs 94, primary discipline is telepathy), and an 8th-level preserver (Nissa, Luris' assistant). Luris runs only a slightly crooked gaming house and frowns upon cheating. The psionicist wears an amulet enchanted to *detect psionics*. Nissa possesses a *+2 steel dagger* that does the same for magic. They sit with Luris in a room concealed behind a two-way mirror that looks out onto the gaming room. Two of the thri-kreen maintain positions at the door. The remaining two insectmen and the half-giants remain in the observation room with Luris until needed.

If someone is discovered to be cheating, either through mundane observation or magical detection, the two thri-kreen from the observation room are dispatched to remove the offender to a third room in the building set aside for just this purpose. If the target appears to be powerful or especially difficult, a half-giant or two can be sent to assist. At any rate, the person is taken to the holding cell where, if this is his first known offense, he gets off with a warning and the confiscation of his wealth and valuables.

On the other hand, if the cheater is especially unruly or is a repeat offender, he is stripped of his valuables and beaten severely before the templars are called to imprison the criminal. In some cases, an offender has caused so much damage or upset Luris so much that he has allowed his thri-kreen servants to "dine on" the man or woman.

Nobles are a special case, however, and are never beaten or eaten. In the event a noble is caught cheating, Luris confiscates his money and valuables as usual but, instead of calling the templars, he notifies the noble's family that their kin has committed a crime. Luris offers not to press charges if the family pays a sizable ransom for their relative's release. If the ransom is not paid within the next day, he calls the templars and has the offending noble jailed or enslaved.

Luris Sandeye

11th-level Male Half-Elf Thief, Lawful Neutral

Armour Class 16 (kip leather)	Str 14
Movement 12	Dex 19
hp 48	Con 15
Attack +6	Int 17
#AT 1	Wis 14
Dmg: 1d8+1 (steel long sword)	Cha 14

Proficiencies: Long sword, wrist razors, javelin, dagger; bargain, gaming, sign language.

In his younger years, Luris worked the caravan trade. He wasn't particularly skilled in anything, but he was always lucky. He supplemented his meagre salary with winnings earned in games of chance with the other caravan workers. Whenever the caravan laid over in a city, Luris practiced his thieving, using the caravan to slip out of the city unmolested. Over the course of a few years he amassed a sizable sum, but a couple of close calls convinced Luris to get into another line of business. Gambling was the natural choice!

Luris displays an air of self-confidence at all times. His wit is sharp and biting. He's not gullible and will be impatient with anyone that he feels is wasting his time. This half-elf always acts to further his advantage. Among his many possessions are a *ring of free action* and three *beads of force*.

82. Bards' Quarter

Elves are nefarious traders, and have established markets in each of the major cities of the Tablelands. Located somewhere within a short walk of the Elven Market can be found an area of the Warrens clandestinely known as the Bards' Quarter.

Bards congregate in the worst parts of town relying on their reputations for cunning, ruthlessness, and poisons to protect them. Deadly minstrel-assassins, they can easily be hired to perform their arts for friend or foe alike. These comely, vagabond troubadours will sell poison, and sometimes the antidote, to murder-minded customers.

Bards have little compunction when it comes to the lives of others, and will kill merely to practice a new technique. There is no way to rectify any mistakes made when dealing with bards.

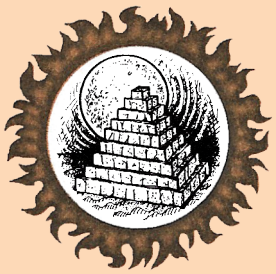
Poison may be purchased here at market prices. An antidote will often cost as much or more than the poison. The use of poison and murder remain punishable offenses under Tyrian laws.

83. The Hungry, Hungry Halfling

The Inn of the Hungry Halfling is an infamous meeting place for nonhumans. It is the single establishment never frequented by elves in Tyr, as it is the one place they must surely fear for their lives. The establishment is run by a thri-kreen named K'kikrik and a female halfling nicknamed "Tar". K'kikrik and Tar have developed a hunting-pack relationship, and it is said they stalk the city's back alleys late at night looking for a recently dead elf or half-elf for their stew pot. Persistent rumours say that recently deceased elves go missing from the crematorium known as The Dead in the Artisans' Quarter and end up on the menu at the Hungry, Hungry Halfling.

Tar and K'kikrik claim to have never killed a meal within the city, but must have been very lucky for they always have fresh elven stew for those who wish to partake. Thri-kreen from all over the city rave about their meals. The pair have survived several assassination attempts and arson attacks by angry elves attempting to close them down, but somehow manage to keep their doors open.

It is said that Kalak's necromancer defiler, Dote Mal Payne, was a frequent diner before he disappeared.



K'kikrik: 10-year-old thri-kreen, always in green hunting vest, adorned with many chatkcha; 5th-level Fighter: AL N; AC 19; MV 18; HD 5; hp 35; Attack +8; #AT 2 or 1; Dmg obsidian gythka (2d4+4/1d10+4) or bite (1d4+1); SZ L; ML 10; Str 16; Dex 19; Con 14; Int 12; Wis 16; Cha 9.

"Tar" Tatarminis: 36-year-old halfling female, untameable mass of hair, a stabbing look; 6th-level Thief: AL NE; AC 7; MV 12; HD 6; hp 20; Attack+1; #AT 1; Dmg bone wrist razor (1d6–1/1d4–1); SZ M; ML 7; Str 12; Dex 17; Con 15; Int 13; Wis 15; Cha 6.

Erdlu eggs (4)	2 ceramics
House stew	1 ceramic
Kip broth	5 bits
Broy	1 bit
Tyrian ale	5 beads
Blue bulis wine	1 ceramic

84. House of Fingers

This bizarre inn is a clandestine safehouse for bards. The establishment gets its name from the hundreds of ancient human, demihuman, and creature appendages that adorn the walls. The thousands of fingers that line the wall create a surreal and macabre atmosphere. The fingers are now so brittle with the passage of time that they crumble to dust at the touch. As such, shattering a finger in what is now regarded as a shrine is punishable by death. An uneasy truce exists in the establishment: No poison is administered, bought, or sold within its walls. Likewise, all bards can consider themselves safe from other bards. While there is no honour among thieves, even bards must have a place to go and be safe from other bards. The owner of the establishment, Sarkea, is convinced that the fingers protect her. To that end, she never leaves the dark confines of the inn.

Any bard may safely spend the night here for 3 ceramic pieces. Non-bards do so at their own risk.

Sarkea: 45-year-old half-elven female pale white skin, dark sunken yellow eyes, long thin fingers and sharply pointed nails; 8th-level Bard: AL CE; AC 14 (*+2 ring of protection*); MV 6; HD 8; hp 38; Attack +3; #AT 1; Dmg 1d4+1/1d3 (steel bard's friend); SZ M; ML 3; Str 10; Dex 16; Con 10; Int 14; Wis 14; Cha 17.

85. Inn of the Bleached Inix

The largest inn in the Warrens, the Bleached Inix stands on the slum's main thoroughfare. It has a spacious courtyard with stables, a taverna that serves basic food, a common room for drinking, a private room, and over a dozen rooms for lodging (at a ceramic per night). It's somewhat ramshackle but is always busy – its taverna and common room are frequently packed with patrons who aren't staying at the inn but have come for food, drink, and company. The innkeeper, a short bald human called Timrol, has been running the place since before Kalak's assassination. He's not a brave fellow and can't be relied on to be discreet, but he is at least consistent in his ways.

Erdlu eggs (3)	2 ceramics
Kip stew	3 bits
Kip skewers	4 bits
Broy	3 bits
Broy (spiced)	4 bits
Bulis wine	8 bits
Tyrian ale	2 bits
Scuppernong	1 ceramic

86. Pterran Ghetto

Pterrans from the villages of the Hinterlands came to Tyr shortly after Kalak's death, seeking to open trade routes – many settled in the city. Mistrusted due to the raiding nature of their Tablelands cousins, they were only able to find places to live in the Warrens, but have established a thriving community here. A band of pterran children known as the Gutterbeaks frequently run riot throughout the district, much to the annoyance of everyone.

87. Herrix Silo

A former grain silo that came into the hands of the pterran Herrix family, this place is an emporium for everything you ever wanted and considerably more of what you didn't. Filled with all manner of bric-a-brac, the silo has been looted, set on fire, abandoned, and restocked more times than anyone can easily remember, but there always seems to be another Herrix willing to take on the challenge of turning a profit from here.

88. Old Tannery

A former hide tannery at the northern end of the Warrens, this building is a maze of chambers and still carries the stink of its former purpose. It has since become something of a beggars' den, home to indigents and criminals and even the occasional cultist seeking to win impressionable souls to whatever cause is current. There is an unspoken rule in the Warrens that those who take refuge in the old tannery are to be left alone – their lives have clearly already deteriorated beyond recovery and even in the Warrens there is compassion for their plight.

89. Yoatu's Back Door

Yoatu, also known as the King Below, is – or was – a crime lord who held sway over large swathes of the Warrens. He gained his sobriquet from the fact that his headquarters were in UnderTyr in a hard-to-reach part of the Crawl.

The back door – an old warehouse – provides a quick route in and out of the King Below's domain for those who know where to find it. Rumour has it that Yoatu owed fealty to Master Sintha of House Valex and was removed by that wily figure for reasons of politics. Now a new King Below is said to rule below the Warrens, one of Yoatu's former thugs known as Leto the Lask. Leto is even more brutal than his deposed master.

90. House of the Worm

One place even the brutal gangs of the Warrens avoid is the winding, gutted alleyway called Sand Street. Halfway down this road is a structure that is not decrepit like those all around it. Rumours say that within the building dwells a worm-like creature known as a psurlon. Some hold that it has been bound there by the King Below, while others insist that it is now free and roams the Warrens, feeding on whichever doomed souls are unfortunate enough to cross its path.

91. Kalla-Kouro Bath-house Ruins

The marble ruin of Kalla-Kouro lies in Tyr's northwest Warrens, about as far away as it can get from Kalak's ziggurat and still remain inside the city wall. The building's reputation as a haunt of ghosts (and worse) keeps most superstitious citizens away. The falling rocks, strange noises, and festering odours fend off the rest. Only members of the Veiled Alliance enter this ruin, for it holds their headquarters.

In Tyr's ancient history, Kalla-Kouro served as a public bath. Today Athasians can barely imagine the idea of a single bath, let alone a public bathhouse, and so the large, high building has become a mysterious antique. A decade ago the Alliance found it, excavated a small subterranean headquarters, and began an elaborate charade to repel casual visitors.

Illusionists created spectral forms, odd sounds, and other eerie illusions. They placed *magic mouth* spells on the entrances triggered to shriek menacingly when anyone entered. Their illusions made chunks of rock seem to fall from above as an intruder crossed the tilting floor. Rogues and clerics spread chilling rumours throughout the Warrens.

Within a week, citizens deserted the Warrens around the Kalla-Kouro ruins. Now Alliance members live in the vicinity or hold cell meetings in the area's many tumbledown structures. Only the most resolute intruders visit the former bath-house, ignore its illusions, carefully cross the upthrust tile floor, and venture into the sunken bath itself where the headquarters entrance lies cunningly concealed behind a pile of debris. There hidden psionicist guards place strong fears or disquiet in the minds of persistent visitors.

If all these measures ever fail to protect the headquarters, Gonazz and Murth stand ready inside the entrance. These two half-giant guards (5th-level gladiators, 76 hp, N) carry crossbows and obsidian knives, and they stand (or crouch) ready to mow down anybody who can't give the right recognition signs. Unfortunately, the recognition signs change a little faster than they can remember, so they often argue with people asking entry.

The Golden City

The Golden City is that part of Tyr reserved for the templars and their ruler – formerly Kalak the Tyrant, now Tithian and his Council. It lies in a walled compound on the far side of the arena, opposite the ziggurat, and is dominated by the Golden Tower, Kalak's old palace. Lush gardens crowd the tower's base – a green paradise from which Kalak's defiler magic leeched its power. Beyond the garden lies a clutter of buildings and colonnades where only King Kalak and his high templars were permitted to walk. Few others summoned there ever emerged again. The Golden Tower and its surroundings have, allegedly, been sealed since Kalak's death

On the outer periphery of the Golden Tower and its gardens rests the Templars' Quarter. Templars dwell in seclusion from the populace, both to signify their privilege and to safeguard their lives. Still hated after Kalak's fall, for their own protection the templars continue to draw together in pampered security. The best foods, goods, and services can be routinely had in the Templars' Quarter, but only a foolhardy or dazzling thief would dare tread within the compound uninvited. Even though Tyr has supposedly become more egalitarian, most of its Council members are templars and nobles and so still guard their ancient privilege jealously.

92. Council Chambers

The Council of Advisers meets in this complex of buildings. Although a central hall is used for assemblies, there are numerous meeting rooms, record halls, administrative wings, and chambers for lesser functionaries throughout.

93. Templars' Quarters

With few exceptions, the templars' apartments are used primarily by low- and median-level templars. Higher-ranking officials commonly live in the Nobles' Quarter or on their own plantations outside of the city. Size and furnishings of the templars' quarters vary by individual. Those in positions of relative power and wealth have luxurious accommodations while junior templars must be content with more spartan quarters.

94. School of Thought

For details on the School of Thought, see **Chapter 5: Psionics, Magic, and Religion in Tyr.**

95. Girias' Residence

Girias has been a templar for over two decades, having risen to the position of High Templar for the Bureau of Water, supervising Tyr's subterranean aqueducts. He maintains a residence in the Golden City, a villa with a lush garden of palm trees. This villa is the one he has had for years – even though his status as High Templar could afford him a home in the Nobles' Quarter, he prefers to remain here.

96. Templars' Metal Weapons Armoury

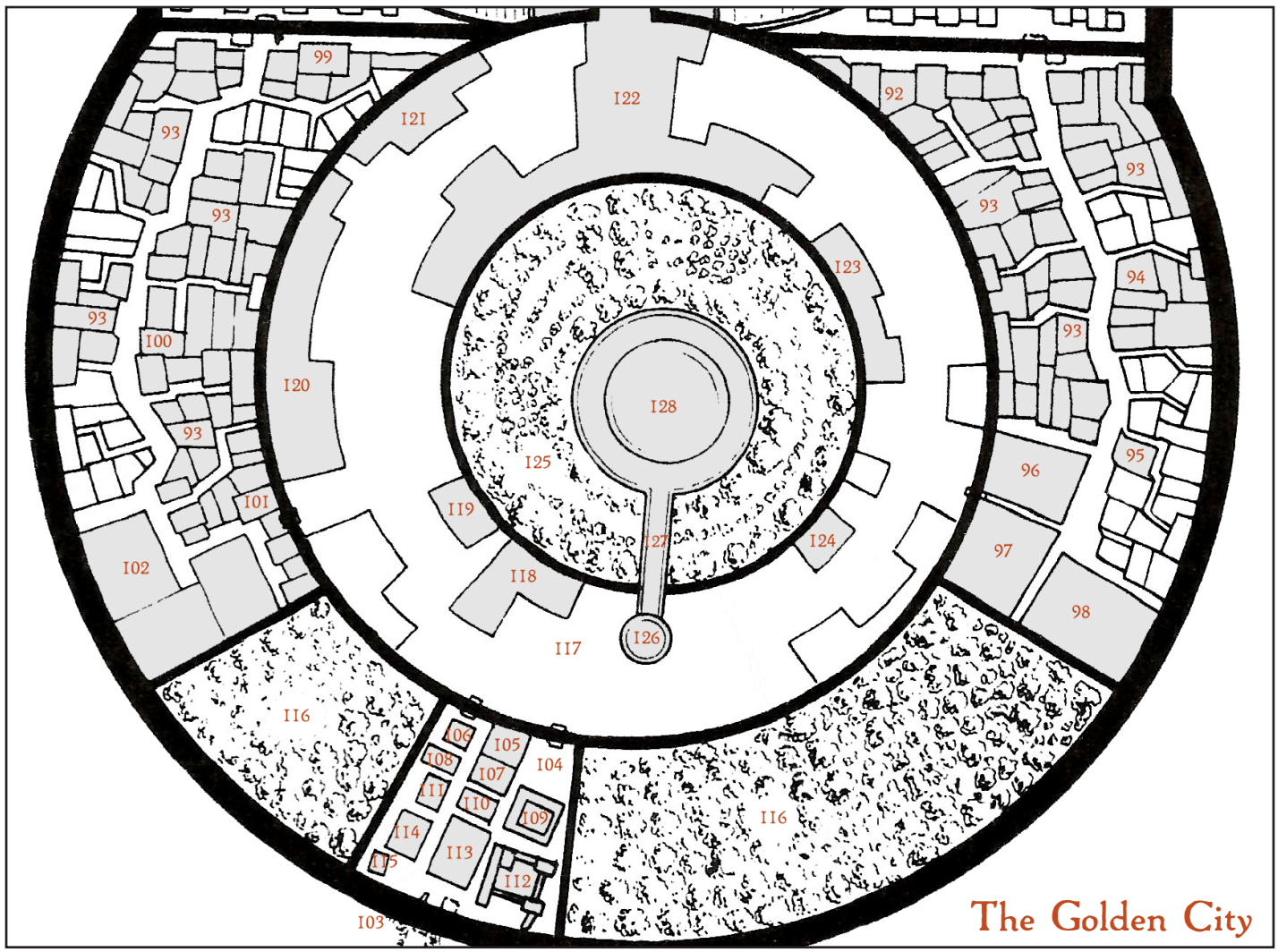
A storehouse for precious metal weapons used in times of war by the templarate, as well as in day-to-day activities.

97. Templars' Iron Warehouse

Raw, unforged iron brought from Tyr's iron mine is stored here before being distributed for use.

98. Templars' Grain Warehouse

Here the templars keep vast stores of grain, not only for themselves, but also for the city in times of need.



99. Templars' Stables

Situated in close proximity to the Gladiatorial Gate, these stable house kanks, crodlu, and inix for use by the templarate. Mekillots are housed outside the city at larger facilities.

100. High Colleges of the Templarate

In this complex of buildings, templars receive instruction in matters of statecraft, war, administration, espionage, and numerous other disciplines necessary to carry out their duties. Since Kalak's death, the High Colleges have focused on ways to integrate the templarate more smoothly with Tyrian life.

101. Obsidian Academy

Now largely abandoned, the Obsidian Academy was where Kalak trained his arcanamachs – defilers loyal to him. Arcane research into the dark arts of defiling have left their stain on the place and it is a haunted shell filled with the echoes of sinister magics. Few set foot in these halls now, but those who do report that great magical lore can still be found there.

102. Half-Giant Barracks

Here those half-giants who work as guards for the templars and the Golden City are quartered, along with training halls, armouries, and other facilities to support them.

103. The Grand Gate

The Grand Gate enters into the section of the city that houses the High Bureaus of the templars, the governmental offices of Tyr. As such, the templars restrict the traffic that passes through the gate. Only iron shipments from the mine and those having government business may use the Grand Gate. A median-level (5th–8th level) templar is stationed at this gate at all times with four half-giant guards, a psionicist (7th–10th level) and a beast handler for support.

The gate opens onto a tunnel that extends 30 feet through the city wall. Two great agafari doors, arching to a height of 25 feet with a combined width of 15 feet, seal the passage from the city's side of the wall. Outside the wall, a huge block of granite, graven in a terrifying image of the Dragon, rests on log rollers to the side of the entrance. In time of war, the block can be pushed into place by three half-giants to seal the tunnel. A great iron ring is set into the block with two stout giant-hair ropes that can be fed through a shaft in a stationary block on the opposite side of the tunnel. The ropes, in turn, can be tied to harnessed mekillots to assist the half-giants. The log rollers are held in place by stone ridges set between them. This allows the block to roll over the logs until it falls into place without the rollers moving with it, thus foiling enemy attempts to roll the block back out of the way.

104. The High Bureaus

Each of these buildings houses one of Tyr's governmental bureaus. Templars staff the offices from dawn until sundown to conduct government business. The process for dealing with the templars of any bureau is much the same. The first officials encountered are on the ground floor of the building. These lower-level templars (1st to 4th level) attend to routine duties, screen inquiries, and determine to whom a petitioner should be referred to for resolution of his request. Often, a bribe to one of the junior templars can expedite one's processing greatly. Otherwise, it can sometimes take days or weeks to gain an audience with one of the more highly placed templars. A bureau guard, usually a half-giant, stands by ready to assist the templars if necessary.

This scene repeats itself as you ascend floors in the building and levels of authority among the templar functionaries. To gain an appointment with the ranking templar of a given bureau may require a character to run a gauntlet of lesser officials and outlay increasingly costly bribes. As such, most citizens avoid the High Bureaus unless it is absolutely necessary.

105. Bureau of Fields

High Templar Arbistor commands this bureau and is responsible for agricultural and farming concerns. He is struggling to keep Tyrians fed now that the slave population is no longer an easy source of labour.

106. Bureaus of the Arena & Public Works

High Templars Banther and Caldon share offices here, much to their continual chagrin. While Banther is in charge of stadium functions and Caldon responsible for construction within Tyr, the former enjoys far more prominence, even though the latter arguably holds a more vital position. Banther's support for the Arena Market has made him very popular.

107. Bureau of State

High Templar Hirik is in charge of ambassadorial relations with other city-states but has found that most suspect Tyr of wishing to export its revolutionary tendencies and currently struggles to maintain cordial relationships with other rulers.

108. Hall of Records

This vast storehouse of knowledge remains firmly under templar control. Even though literacy is no longer strictly illegal in Tyr, access to the information contained here – and the power this could bring – is not something that Tithian or his templars are in any hurry to share.

109. Bureau of Trade

High Templar Finneal regulates business within the city and is enjoying a resurgence of power since the reopening of the iron mines and the renewed activity in Tyr's markets.

110. Bureau of Water

High Templar Girias commands the Bureau of Water, overseeing Tyr's wells and water supplies. He sees this as his reward for long years of service and is a thoroughly entitled individual as a result.

111. Bureau of Security

High Templar Dark is in charge of intelligence operations in Tyr. The name "Dark" is actually a title taken on by whoever commands the bureau – the current High Templar Dark is a woman called Haarna who is a cunning pragmatist. Her agents carry a small badge in the form of a black obsidian shield that identifies them as acting with the bureau's authority.

112. Bureau of Defence

No High Templar currently commands this bureau – the previous one was slain in the war with Urik and none of her successors wish to take the position, fearing that it is a poisoned chalice in a city without a sorcerer-monarch. The responsibility for Tyr's defence currently rests with the gladiator Rikus and his Crimson Legion.

113. Bureaus of Administration & Finance

High Templars Astini and Gennet share this building and their Bureaus have become so thoroughly intertwined that it is no longer possible to accurately determine where one ends and the other begins. Astini supervises templar scribes who maintain records and communication with other departments, while Gennet is responsible for tax collecting and the treasury. They work hand in glove with each other, striving to run Tyr as efficiently as possible.

114. Bureau of Mines

High Templar Borger supervises the operation of Tyr's mines and has his hands full on a daily basis with keeping the mines working, given the troubles inherent in such a task. The fact that Kalak closed the mines has not helped – much of the equipment fell into disrepair and Borger is still trying to recoup these losses while keeping iron flowing into the city.

115. Bureau of Gardens

High Templar Linder maintains the Royal Gardens and oversees the patrols that keep them secure. This is a less fraught position than when Kalak was alive, but still one of great responsibility. Linder sees herself as preserving the true jewel in Tyr's crown against a world that, in truth, can no longer support it.

116. The King's Gardens

The King's Gardens consist of three lush, wooded sections of land. One garden lies on each side of the High Bureaus while the third encircles the Golden Tower. In the past, these gardens served as a fuel reserve to power Kalak's defiling magics. Now, they grow undisturbed by spellcasters. Linder's templars still service the arboretums while the Council debates future uses for the gardens.

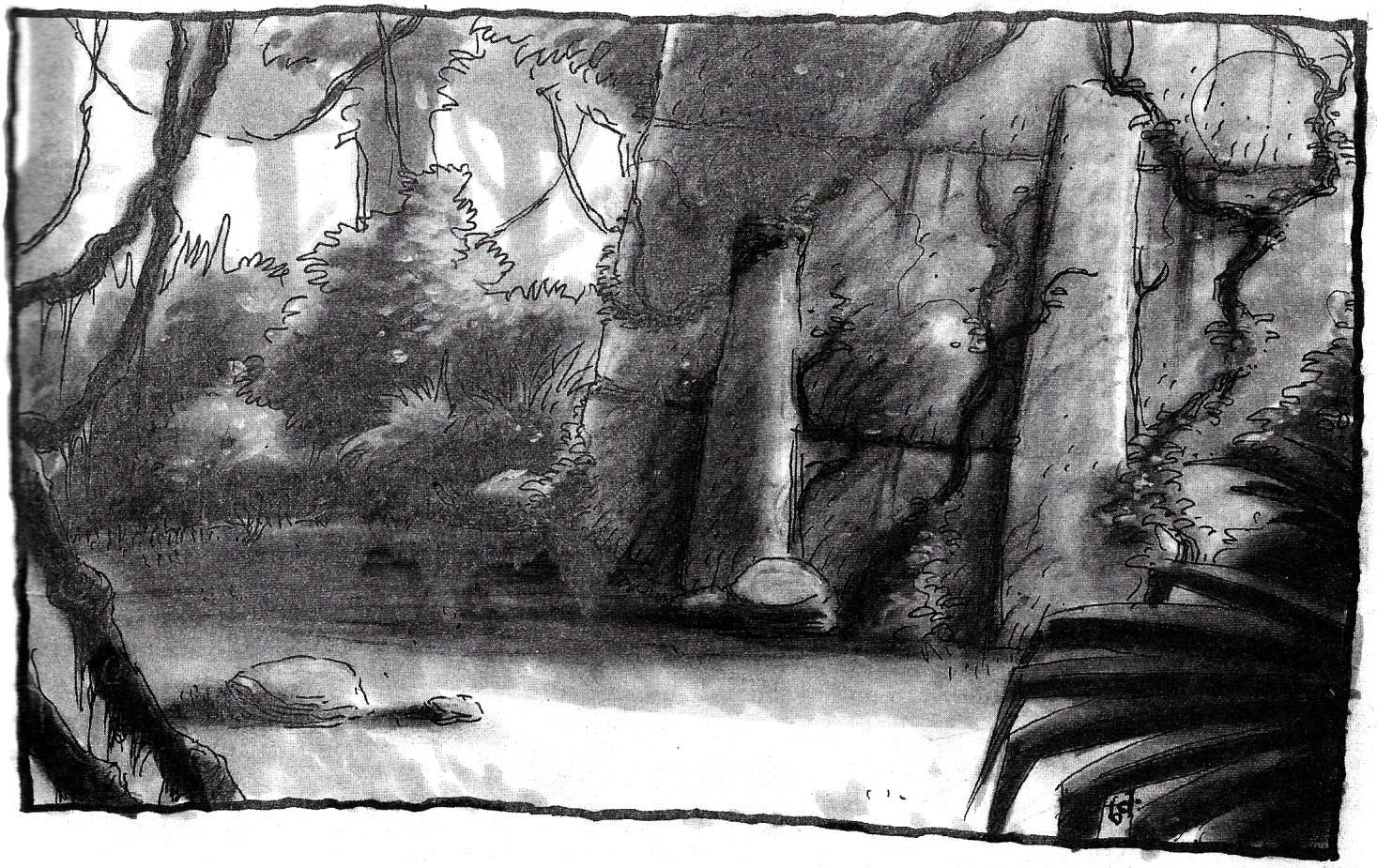
Access to the gardens can be gained through doors in the barbican tower adjoining the inner garden or through heavily locked and trapped doors on the interior walls of the complex adjacent to the perimeter gardens. Only the garden templars, Senior Templar Timor, and the king possess keys to the doors. Anyone else caught in the gardens without express permission of one of the parties above faces a sentence of hard labour in the iron mine.

117. Inner Circle

A high, stout wall surrounds the inner circle of the Golden City, separating it from the outer circle where the templars' quarters, High Bureaus, and outer gardens lie. Moving inward, another wall bounds the king's inner garden which itself surrounds the central tower. Access to the inner circle is restricted to senior templars and those with the king's express permission – no others are permitted to enter here without proper authorisation.

118. Royal Baths

A sumptuous bath-house for use by the king. While Kalak did not make frequent use of this facility, Tithian found it particularly to his liking and would often spend many hours here, soaking in luxury. Since his absence, the building is once more unused, although templars still maintain it.



119. Springhouse

The source of the water for the Royal Baths, the springhouse contains a freshwater spring that bubbles up into a small, tiled pool. The templarate believe that this spring is all that remains of the rivers that once ran through Tyr, now diverted for the personal use of the monarch.

120. Royal Stables

This large building houses the personal stables of the monarch and his bodyguard. Neither Tithian nor Kalak were keen riders, but the mounts here are of excellent quality nevertheless.

121. Carriage House

The monarch's personal carriages, argosies, and other vehicles of state are stored and maintained here.

122. King's Great Hall

This immense structure holds numerous meeting chambers, banquet halls and offices of state. There is a grand balcony from which the king may enjoy the gladiatorial games and other facilities where he can entertain large groups of nobles, merchants, templars, and others of import.

123. Hunting Cat Lodge

The inner garden is home to several large hunting cats – tigones and kirre, but also more exotic beasts such as the legendary leopard. This lodge is where the garden templars house and care for these beasts.

124. Barbican Tower

A guard tower that control access to the inner garden, through stout agafari-wood doors.

125. Inner Garden

The inner garden surrounds the Golden Tower like a small park, the rows of trees and bushes maintained in precise circles about the tower. The lush carpet of verdant grasses and stately faro trees that fill the garden seems oddly out of place in Tyr's arid landscape. The abundant foliage fills the area right up to the walls of the golden tower. As noted above, great hunting cats patrol the grounds here.

Rumours persist that someone has planted one or more magical fruit trees in inner garden. This may well be the case, for the garden contains many wondrous plants, including several *trees of life*.

126. Observation Tower

To gain admission to the Observation Tower or the Golden Tower, one must first petition for admittance. This bureaucratic paperwork limits which templars or imperial guests gain access to which particular ingress. A special department is staffed at the High Bureaus to process all requests. Having gained written permission for right of access, a templar travels to one of the Observation Tower entrances for a preliminary interview with the Senior Templar.

Located outside the walls of the King's Garden, the Observation Tower appears as a smaller version of the Golden Tower. The most impressive feature is the 75-foot stone bridge that connects the Observation Tower to the Golden Tower. The Senior Templar maintains his offices here. Very important individuals on errands of imperial business are escorted from the High Bureaus to the Observation Tower.

Encounters

Every 10 minutes in the Golden Tower, roll d20. A roll of 17-20 means that an encounter takes place. Roll 1d10:

1–6	1d3 templars on various errands (templars, of levels 1d6+6)
7–9	2 members of the Tower Guard on patrol (5th-level half-giant fighters)
0	Senior Templar Timor

a. Reception Room

A pair of thick agafari doors reinforced with steel, secure the entrance to the Observation Tower. The chamber is bare, save for a single padded settee that dominates the centre of the room. This first level serves as a waiting room for visitors wishing an audience. Two stairwells ascend on either side of the room. The staircase to the right passes through the second floor and ends on the third, while the left stairwell climbs to the fourth storey, with a secret exit to the second and no access to the third floor.

b. Senior Staff Meeting Room

The meetings between Senior Templar Timor and members of his staff and visitors take place on the second floor of the tower. The room contains a large table and chairs, and boasts a long, semi-circular bookcase. The right-hand staircase continues its climb to the third level.

c. Templars' Library

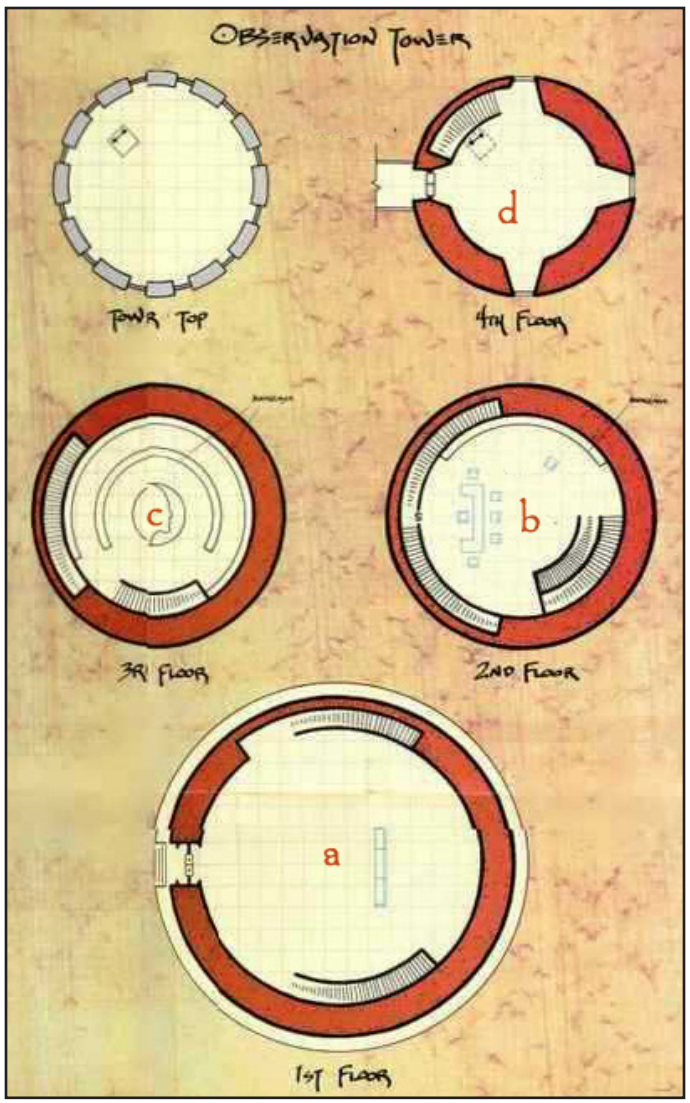
The third level contains the Templars' Library. Bookcases line the outer walls, and two curved bookcases stand at the centre of the floor. The floor boasts a large tiled image of Kalak's profile as a young warrior king. The staircase continues to the fourth level of the tower. A secret door gives access to the hidden stairwell that leads up to the fourth floor.

d. Observation Room

The fourth level is spartan, containing only a ladder leading to trap door to the roof. Three narrow windows look out upon the Golden City. A pair of doors, identical to those of the first level (agafari wood reinforced with steel), open onto the causeway between the two towers.

127. Tower Bridge

Spanning the inner garden, the Tower Bridge extends 75 feet to the Golden Tower. The bridge is 10 feet in width, and the sides are protected by a waist-high railing. Four lesser air elementals (6 HD each) are bound to the bridge by ancient magics. The elementals were commanded to let only those in the raiment of templars and people accompanying them to pass freely. All others on the bridge are attacked.



The elementals combine attacks to hurl intruders off the bridge. When struck by the elementals, any target with fewer Hit Dice than the cumulative total of the elementals' Hit Dice must make a Dexterity check or be knocked off the bridge, taking 7d6 damage from the fall.

128. Golden Tower

The centrepiece of the Golden City is the Imperial Golden Tower. The great structure, constructed of rare golden granite from the Walis area of the Ringing Mountains, serves as the personal residence and offices of the Tyrian king. The building contains dozens of rooms connected by a labyrinth of winding, sloping passageways.

There are three entrances to the Tower: the Tower Bridge, the secret Garden Gate, and the obsidian-paved, underground tunnel from the ziggurat. The underground tunnel has been filled with sand and magically sealed by order of King Tithian. Only the king, his personal staff, high templars, and special imperial guests are allowed to enter the tower. To others, entry is considered trespassing and punishable by a slow, lingering death.

Every 10 minutes in the Golden Tower, roll d20. A roll of 17-20 means that an encounter takes place. Roll 1d10:

1–5	2 members of the Tower Guard on patrol (5th-level half-giant fighters)
6–7	1d3 templars on various errands (templars, of levels 1d6+6)
8	Torban
9	1d3 arcanamachs or other senior members of Tithian's court
0	Tithian (if present in Tyr)

1. Royal Tyrian Library

The uppermost level of the Tower houses the Royal Tyrian Library, an enormous collection of books, scrolls, and ancient manuscripts. Aged tomes rest on large sweeping bookshelves placed in concentric arcs about the room. The mysteries of the ancients are buried within the pages of these books. Thousands of treatises on spell preparation and research may be found here.

The only other noticeable feature of the library is a large mosaic in the centre of the room depicting Kalak's profile. For some reason, King Tithian has decreed the library off-limits.

Two to four (d3+1) illiterate half-giants patrol the library to enforce this command.

2. Royal Receiving Room

Inside the iron doors, an opulent hand wrought-iron throne rests upon an equally majestically designed dais. Scattered about the iron throne are luxuriant cushions and pillows crafted from the exotic furs of tagsters, tigones, and other great cats. The floor, directly in front of the dais is scored with long, stained blood grooves, remnants of Kalak's brutal reign.

Near the walls, fluted granite columns rise to the ceiling, where copper-gilded rafters support mystic globes of light, lending the room the appearance of an Athasian sunset.

Masking the rear of the irregularly shaped chamber, a cloud-ray curtain conceals the king's private stairwell, leading down to his personal meditation and dining chambers on the first floor.

Four members of Tower Guard and 1d3+1 templars. are always here, as is Tithian, when he is receiving guests, including ambassadors from other city-states.

3. Entry Antechamber

Crossing from the Tower Bridge, a visitor enters the third level of the Golden Tower. Immediately, one is struck with the richness of its furnishings. In the antechamber, two sweeping onyx staircases gently rise to the library on the upper level beyond. Massive iron-bound doors block the way to the Royal Receiving Room.

Two members of Tower Guard are always stationed here, accompanied by a single templar called Yamish, who acts as herald.

4. Bath House

The rooms enclose an ancient bathhouse. The bath is comprised of three separate rooms, each room designed for different hedonistic pleasures. Water can be dripped upon super-heated stones to fill the first room (4a) with steam. In an adjoining room (4b), blocks of frozen water would be created, enabling guests to enjoy their refreshing chill. In the third room (4c), a sluice riddled with scores of tiny holes is attached to the ceiling. Water, gently poured down the sluice, creates an artificial rainfall. Due to Kalak's obsession with attaining dragon form and his caustic attitude toward the other sorcerer-kings, no guest has used these chambers in over 10 score years.

5. Private Chambers

Descending from the throne room the architecture takes on a surreal quality. The renowned, hard, angular Athasian architecture metamorphs into shadowy, convoluted forms. Hallways develop a slanting quality, and abruptly end in small, uninhabited rooms or niches. Grotesque stone carvings of fantastic creatures and bizarre races appear randomly amongst the ceiling rafters.

The floor here is purposely uneven, and seems to rise and fall as if it flowed from the desert sands. The walls undulate with twists like the mind of a defiler. The habitable rooms on this level possess a macabre juxtaposition of luxury and madness. Uneven walls and strangely shaped rooms are adorned with silk-covered beds, silver doorknobs, and gold-gilded mirrors. These chambers are showplaces designed to impress through conspicuous consumption. A concealed entrance to the lower level is contained in room 5a.

5a. This chamber is empty of inhabitants and is purposely kept so in order to safeguard the existence of the secret stairwell. A pair of half-giants are on permanent guard in the chamber at the head of the stairs.

5b. Selanu, apprentice of Mal Payne has his residence here. He shares the chamber with Veeshte, his drugged and enspelled concubine.

5c. Dote Mal Payne, still the Imperial High Necromant maintain his opulent chambers here. He sleeps in the inner alcove and has converted the outer room into a workshop and library. Undead servitors assist him in his work and guard him from harm.

5d. These guest chambers are currently empty, but important visitors will be quartered here, with the other bed often being used by a bodyguard. Additional bedding can be provided for further guests if required.

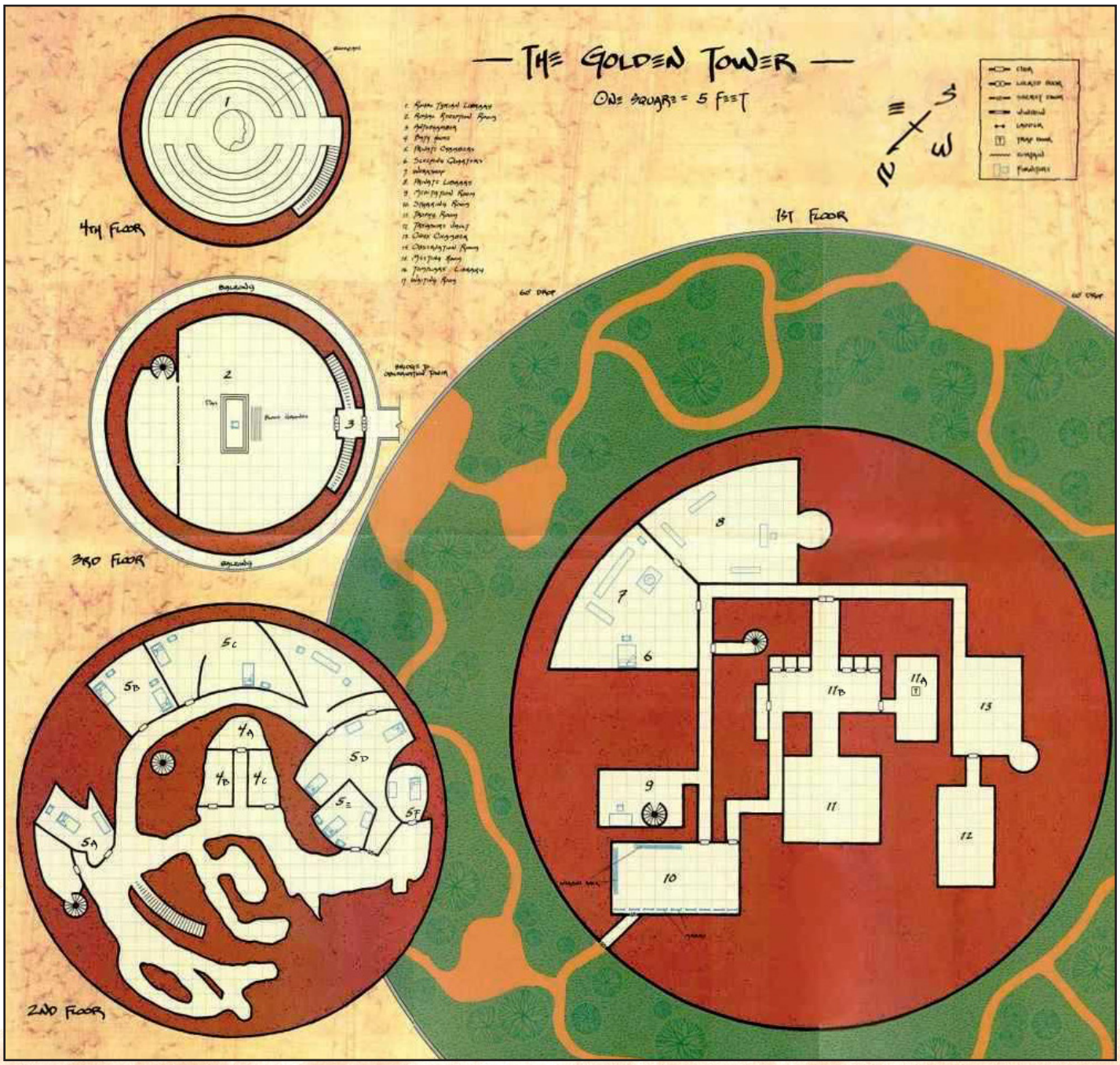
5e. Here extremely honoured guests are given a place to stay when visiting the Golden Tower. Lord Aloitious Haargraav is currently in residence here, staying in the Golden City as Tithian's guest while he negotiates exemption for himself from the latest round of land reforms.

5f. Dosen Crask (Lord Aloitious' dwarven manservant, his focus is to protect the family's continued existence) is residing here, a guest along with his master.

6. Tithian's Chambers

On the level below resides the king's private chambers, unoccupied since Tithian's departure from Tyr. Narrow passages swirl from this central room. A northern hall leads to spartan sleeping quarters that lie next to a private workshop.

Tithian, when present in Tyr, is often found here in conversation with Sacha and/or Wyan.


— THE GOLDEN TOWER —
ONE SQUARE = 5 FEET
4TH FLOOR
BALCONY
3RD FLOOR
BALCONY
2ND FLOOR
1ST FLOOR
60' DROP
60' DROP

7. Tithian's Workshop

The workshop contains a miniature scale model of the city and surrounding environs. It is separated from the adjoining sleeping quarters by a low screen bearing images of the forests of Gulg.

Tithian, when present and in study, may be found here, with Sacha and/or Wyan advising him on plans.

8. Tithian's Private Library

The adjoining private library is austere in design. Here Tithian has gathered all the texts he has been able to find on psionics, psionic enchantments, defiler metamorphosis and the Cleansing Wars.

Tithian, when present, may be found here, with Sacha and/or Wyan advising him on dragon metamorphosis.

9. Meditation and Dining Chamber

The meditation chamber is austere in design and appearance. Tithian also takes meals here in privacy.

Tithian spends time in meditation here. Sacha and/or Wyan may be present, tutoring him in The Way and mocking his ineptitude mercilessly.

10. Sparring Room

The mirror-walled sparring room contains an array of unused equipment and wooden practice weapons. A mirrored panel in this room swivels to reveal a concealed door. Behind the door, a short unlit hallway ends at the back of the secret garden exit.

This secret access allows passage to the tower garden. The superbly crafted door is twice as difficult to spot from the garden side than a normal secret door (1 in 12).

Torban and 2–5 members of the Tower Guard are often here, going through their training routine.

11. Trophy Room

Perhaps the oddest room in the Golden Tower contains strange beasthead carvings, inset in the walls from floor to ceiling that seem to have fed some bizarre obsession held by Kalak. Some carvings are small and grotesque, others huge and horrible. The mouths of several carvings are trapped to close and amputate any limbs thrust in their orifices.

Inside, the carved head of an Athasian sloth is a lever that opens a secret trapdoor in the Private Vault.

Sacha and/or Wyan often spend time here, reminiscing on the glories of bygone ages.

11a. Private Vault and Tunnel Access

This chamber stands empty, its once vast riches gone. Storage and weapons racks that line the walls appear to have once held a kings' ransom. Broken urns and discarded strongboxes lie on the floor.

The secret trapdoor in the floor can be opened from the Trophy Room, leading to the obsidian tunnel that runs all the way to the ziggurat, but the trapdoor has been covered with an immense stone block, however, and the tunnel itself sealed and filled with sand. Defilers and earth priests were conscripted to cast curses, protection glyphs, and wards on both sides of this trapdoor.

Sacha and/or Wyan spend time here, bemoaning how far from glory they have fallen.

11b. Tower Guard

This central chamber houses the Tower Guard, an elite force of half-giants under the command of Torban. Those members of the guard not on duty may rest in one of the tiny, spartan cells along the entrance wall while Torban maintains his room and office in the long chamber to one side. Torban and the guard are either relaxing here, patrolling or honing their skills in area #10. Even if Torban is absent, 1d4+2 member of the Tower Guard will be present here at all times.

12. Imperial Vault

Here is stored the rapidly dwindling Tyrian treasury. Tithian inherited a major portion of the wealth, but a significant number of the coins were spent clandestinely to sustain the collapsing economy.

Two members of the Tower Guard stand watch here at all times.

13. Obsidian Chamber

Off another curving passage, an empty room lined with pure obsidian awaits. Never used by Kalak, this was to be the location of the final phases of his transformation.

Chapter 4: UnderTyr

Tyr was built atop the ruined foundations of an ancient city. The city has been subjected to every tragedy known: conflagration, famine, flood, pestilence, war, and the wrath of the Dragon. The constant blowing and shifting of the Athasian sands has buried most, but not all of this lost city. This has created an undercity comprised of interconnecting byways, dilapidated courtyards, and crumbled buildings. It is not possible to travel through the city via the underground, however, habitable pockets do remain. Former businesses, residences, and temples to forgotten beings still exist in UnderTyr. Rumours abound of vast wealth and objects of power that lie undisturbed by time and the elements in the ruins of UnderTyr. In truth, many strange and dangerous things can be found there for those brave or foolhardy enough to seek them. The dangers in UnderTyr far outweigh those on the city streets above.

Entrances to UnderTyr can be found throughout the city, especially in the Warrens, the Bards' Quarter and Shadow Square. Many of the entrances in the Smiths', Artisans', and Nobles' Quarters have been sealed above ground to protect the local inhabitants against the creatures and undead that dwell beneath them. This is not to say that everything in UnderTyr is malicious, although most entities there are. For the curious, UnderTyr offers unique sights and guarded clues into Tyr's mysterious past

No reputable establishment would acknowledge possession of a working passage to UnderTyr. A few carefully placed ceramics, however, will open many secret cellar doors. Extra must be paid to the shopkeep for the door to be left unlocked, thus allowing exit upon return.

The undercity itself is broken into hundreds of small separate pockets. Eight large pockets exist, scattered and unconnected beneath the city streets. The largest of these pockets, called the Sorrows, is located not too distant from Shadow Square. The second largest pocket, the Elven River, lies beneath the north-eastern Warrens adjoining the Elven Bridge. Underlying part of the northern Merchants' District and Nobles' Quarters are a series of passages known as the Belly of the Noble. Two other pockets – Tembo's Teeth, and the Crawl – lie in the western part of the city. A series of accessible tunnels lie in the northeast section of the city, beneath the trade and merchant districts. These passages are referred to as Merchants Maze. Buried in the southeast Smiths' District are accessible catacombs known as Faria's Passages. Located south of the slave pens, Night-Traders' Way is a honey-combed passage beneath the Smiths' District located there. Extensive passages are said to exist beneath the Golden Tower and Templars' Quarters, but the true extent of the these passages remains unknown. More pockets certainly exist, but have yet to be detailed.

Please note that there is no map of UnderTyr included in this product. DMs should feel free to create their own.

The Sorrows

Entrances beneath the disreputable establishments near Shadow Square permit access to this part of UnderTyr. The final stand of the early citizens of Tyr took place here, at the city's centre, against the onslaught of the army of Kalak the Merciless. In the centre, untouched by time, stands a forgotten temple. The temple, at one time the centrepiece to a different Tyr, became entombed here over a thousand years ago.

The Crimson Shrine

"The facade was of an immense building of granite block, and a great apron of stairs led up to several pairs of ornate doors, each set into a high arch covered by a gabled porch. Beautiful windows of coloured glass adorned the gables, each depicting a tall man with the head of an eagle, a huge pair of leathery wings, and the lower body of a coiled serpent.

"Four pairs of tall, dagger-shaped windows flanked a statue depicting the eagle-headed figure in flight. In the windows the figure was captured in flight, too, and from a bucket carried beneath its arm, it was sprinkling rain over a green forest."

From ***The Verdant Passage****, by Troy Denning*

This great granite building was once the centrepiece of the city of Tyr over 2,000 years ago. The cathedral still stands in UnderTyr, much as it appeared in its original forest home. Only those pure of heart may enter the sacred Crimson Shrine – others are barred from entry by the raaigs that watch over the place. Little is known and less is understood of the one they followed. It is unknown whether he abandoned the people of Athas or vice versa.

The Poison Sting

Reputedly an underground meeting establishment of defilers, bards, and those who live life near the edge of a blade. Many who visit do not come back. Rumours regarding its whereabouts vary, but access can be gained via the Bards' Quarter behind the Elven Market. Access is limited to those "in the know" or to fools with large purses. Just gaining information about the location is dangerous and will not assure success in locating the private meeting place.

The underground tunnels in the vicinity of the Sting are filled with poison traps and a myriad of secret passage ways. This is to protect the location from curious visitors and the hideous creatures that dwell in UnderTyr.

The Poison Sting has taken over what was once a gambling hall within a grand auberge. The main room is filled with the rubble of fallen support columns and dishevelled original stone furnishings. The walls of the structure are a dark polished stone, with lighter coloured veins of gray trapped in the rock. The darkness of the walls intensifies the timorous nature of the underground location.

The meeting area is 60 feet x 35 feet and rises one-and-a-half storeys. A balcony railing is visible on the second level. The roof of the upper level collapsed long ago leaving the ceiling only inches above the three foot balcony.

Adjoining the main room are dozens of smaller rooms that exit in all directions. Many of these are trapped "dead ends" designed to keep those who "accidentally" find the Poison Sting from returning with word of its location to the surface. A sign, scrawled in what appears to be blood, hangs across what may have at one time been the bar and reads: "Poison is the wine..."

Chairs sit in small clusters here and about the wreckage. Dark, hooded figures gather in small groups and speak in hushed tones. Night or day, there is always someone or something entering or leaving the area. Business of the darkest nature is discussed here. Dealing, double-dealing, backstabbing, and assassination are the standard topics of conversation. Frequently two figures will step into one of the smaller passageways to conclude business. One or none may return.

The Elven River

Underground streams once fed the rivers of Tyr thousands of years ago. In the aftermath of the great wars came the desert and water slipped deeper underground. The former subterranean waterways became the network of tunnels known today as the Elven River. For hundreds of years, panhandlers have probed these tunnels, looking for profits. The beneficiary of all the exploration was Tz'z, a handsome thrax who inhabits the southern end of the caverns. Tz'z emerges each nightfall to search the Warrens for victims.

The Forest of Columns

The Elven River skirts a vast cavern that lies beneath the centre of Tyr, roughly beneath Kalak's ziggurat. Silent, and smelling of mildew and decay, it is filled with the round, cool-blue shapes of rocky pillars that rise overhead, disappearing into a yellowish mass of gauzy filament that hangs from the cavern's ceiling.

Although the pillars appear to be stone, they are actually petrified wood, the ancient foundations of an early incarnation of Tyr. When Tyr was young, it sat in the middle of a vast swamp and these pylons held it above the water level. Now they are a haunting forest of dozens upon dozens of columns, interwoven with old moss and home to little more than skeletons and the memories of what the city once was.

Belly of the Noble

The Belly of the Noble is the toughest section of UnderTyr to access, but contains the most rewards to thieves and house breakers by far. It lies beneath part of the Merchants' District and Nobles' Quarters. Businesses and residences of the area fight an ongoing battle to keep their buildings secure. Despite repeated attempts to seal the Belly, thieves periodically gain access to this labyrinth and a rash of burglaries soon follows.

The Belly of the Noble is also home to some of the oldest, once opulent residences of the city. In the city's first millennium, affluent Tyrians built small but elegant homes of stone and marble. Many still exist in the UnderTyr, as if awaiting their return to society.

Mercur Fountain

The Mercur Fountain was once a regal wellspring in the early noble district of Tyr. A pool of rancid water now fills what was once a centrepiece for the district. The fountain is split on three sides and a statue that once poured fresh water into the circular basin is crushed. The fountain takes its name from one of Tyr's noble houses that fell long ago.

The fountain still attracts the adventurous, for out of the broken basin grows a tangle-vine plant that produces magical fruit. The fruit is always very deep and rich in colour and rounded at the bottom to resemble a tear drop. The plant itself is 16' x 4' x 4' and grows between the fountain and a foundation wall. The tangle-vine will have 1d4 magical potion fruit ripe at any given time.

Unfortunately there is a side-effect regarding the magical potion fruit taken from the Mercur Fountain. Half (50%) of the fruit potions are delusional, and make the imbiber believe that the effects are real. For some reason, such delusional fruits detect as the assumed type of fruit potion, not as delusional. It is only after the fruit potion is eaten and the effects have taken place that it is known (to the DM) whether the effects are real or only a delusion.

This particular magical tangle-vine plant only grows at this location. All attempts to transplant the magical tangle-vine fail. Transporting the rancid water from UnderTyr does not seem to affect any growing plant in any positive fashion.

Tembo's Teeth

Unlike most of UnderTyr, which consists of the ruins of the former city, Tembo's Teeth is a natural subterranean cavern. The cave complex gets its name from the stalagmites and stalactites that line both floor and ceiling. Smugglers once used these passages to move goods secretly in and out of the walled city. Kalak had the entrances outside the city walls sealed many years ago.

Rumours persist of yuan-ti sightings in the vicinity of Tembo's Teeth, and many who have attempted to explore the caverns have not returned. A yuan-ti presence could mean that the cavern is linked to deeper cavern complexes far beneath the city-state. If this is true, it bears investigating.

The Crawl

An overwhelming sense of claustrophobia frequently grips adventurers who explore the Crawl. The crushed remains of a trade district barely support the three-foot ceiling that runs throughout. Some traders maintain that an ancient armoury is located deep within the Crawl. Explorers have found iron implements and many weapons. Unfortunately, eager explorers have been crushed by displacing unstable rock in their scramble to discover great wealth. Unknown to the explorers, families of intellect devourers and ustilagor also roam the Crawl.

Faria's Passages

These thoroughfares are named for the tradesman/thief who used them for many years to steal from competitors and sell the goods to outward bound caravans. The greedy spirit of Faria would not rest after death and has returned as a fael, a gluttonous form of undead that hungers for the excesses in life (food, drink).

Merchants Maze

Originally, the Merchants Maze was a walled garden, with a hedge maze and topiary. In UnderTyr, the garden that once was a place of leisure has become a den of conspiracy and clandestine activities. The Maze is rumoured to contain a series of secret trade passages between the warehouses of opposing merchant houses. The underground entrances to the warehouses are said to be heavily guarded. Tales of secret meetings, double-dealing, and subterfuge abound. These tales include stories of those who became instantly wealthy and others who found a quick death at the end of a trading guard's steel sword.

Night Traders Way

Night Traders Way has been used in the past by tradespersons to exchange gray and black market goods and as a secret hiding place for slaves when Kalak was confiscating workers for the ziggurat. Some merchants still maintain storage areas for raw materials here, but such caches are almost always trapped or heavily guarded.

The Vault of Auh

Deep in the bowels of UnderTyr, deeper than the ancient city's ruins, lies the Vault of Auh. Ancient kings ruled Athas long before the coming of the sorcerer-monarchs. When these kings died, they were buried with great reverence. Opulent final resting places, resembling traditional sepulchres or minor palaces, were quarried deep within Athasian stone. Precious metals, jewellery, and objects of art were entombed with the ancient kings. These kings and queens took great pride in and held a reverent sense of duty to protect their lands and their people. Hence the spirits of these protector kings and queens did not pass on into the Gray after death. Their spirits remain in their bodies to watch and protect their realm. These spirits are called meorties. Although no grand-elf can ever remember seeing an ancient king's spirit (much less an ancient king), it is said that one such vault of the ancients exists somewhere beneath UnderTyr. The lost resting place is called the Vault of Auh. No one knows the validity of such rumours, but many have set out in search of the great wealth that is rumoured to rest there. Few have returned, though, and none successfully.

Random Encounter Table for UnderTyr

Roll 1d20	Result*
1	1–10 gith (former slaves)
2	1–4 Veiled Alliance members on a mission
3	1–2 dwarven banshees
4	1–2 agony beetles
5	A thrax
6	Bard carrying the body of a poisoned associate
7	An id fiend
8	1–4 crystal spiders
9	3–30 horax
10	1–4 yuan-ti
11	2–40 bats
12	A t'chowb
13	1–6 wild baazrag
14	1–10 giant rats
15	A thief returning home from a successful heist
16	2 bards fighting over a body
17	A sandling
18	A thri-kreen on the hunt
19	A lost adventurer willing to pay to get to the surface
20	An entourage of elemental priests searching for a lost temple

*Number of creatures may vary based on party strength.

Chapter 5: Psionics Magic, and Religion in Tyr

Psionics

Psionics is a part of everyday life in Tyr, as on all Athas. Most of Tyr's population possess "wild talents," natural psionic abilities developed without formal study of psionics. Others specialise in the use of psionics, advancing their studies and gaining new, more powerful abilities as they progress. The School of Thought provides instruction in the use of psionic powers for students or PCs.

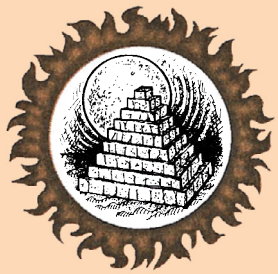
The School of Thought

The noble Chessia, herself an accomplished psionicist, maintains a psionics school where citizens may learn to use their latent psionic abilities or may follow the path of the psionicist. Fees charged for instruction are significant, from 1 to 10 silver pieces for tutoring of a wild talent to 2 to 25 gold for psionicist training, depending on level. It is because of this sizeable investment that nobles and rich merchants most often are the ones to send their children and trusted employees here to develop their abilities.

Because the School of Thought is located in Tyr's Golden City, attendance at the school is restricted to those who are able to access the Golden City. For most Tyrians, it is simply out of bounds, confined to the wealthy and the powerful. After all, psionics represent a valuable tool for professional or political advancement, not to mention survival.

Occasionally, an impoverished student may be sponsored by the templars or another of the city's factions in return for a pledge of service later. Most students are there to awaken their wild talents and learn to use them. Some remain until perhaps the third or fourth level of achievement before leaving to make their fortunes. A very few stay on, or return for additional training later in life, to attain true mastery of the science of the mind.

Two of the school's current students, Azzer Lirin and Merigal of Narine can be found in **Chapter 6: Personalities**. Several highly proficient masters with access to all the various psionic disciplines instruct at the school, some on an occasional basis, others full time. A few of them are listed below.



Sycia Strimmen

16th-level Female Human Psionicist, Neutral Good

AC 16	Str 11
Movement 12	Dex 17
hp 51	Con 15
Attack +7	Int 19
#AT 1	Wis 19
Dmg: 1d6+1 plus special	Cha 17

(*+1 steel short sword of wounding*)

Proficiencies: cavalry mace, dagger, hand axe, short bow, short sword; harness subconscious, language (elvish), literacy, psionic detection, rejuvenation, riding (land-based, crodlu), water find.

Psionics Summary: Power Check +20, PSPs 253, MAC 22; Powers: 1st level—*control sound*, *detect life*, *detect poison*, *detect psionics*, *detect spirits*, *know location*; 2nd level—*aura sight*, *control light*, *create sound*, *ESP*, *levitation*, *object reading*; 3rd level—*all-around vision*, *danger sense*, *detect ethereal*, *mindlink*, *psychic messenger*, *tower of iron will*; 4th level—*radial navigation*, *retrospection*, *scrying*; 5th level—*probe*, *telekinesis*, *teleport*, *teleport trigger*; 6th level—*psychic restoration*; 7th level—*astral projection*, *dream travel*; 8th level—*psychic crush*.

The headmistress of the school, Sycia is an enthusiastic young woman who always seems to know what's going on at the school. Her considerable charms and good nature make Sycia well liked within the school. She's extremely well organised and adept at coordinating activities among the various interests within the school. She has been approached by outside interests several times with offers of lucrative employment, for one with her abilities could be useful to competitive merchants and others dealing in information. Recently, the Senior Templar of Security proposed a "special assistant's" position to her, but Sycia turned her down, not liking the implications of her duties. Presently, Sycia is quite happy with her current role and is content to let things take their course.

Nearly all Sycia's powers are sensory or projective in nature. She is rather weak in psychic combat as she has only one psionic attack – *psychic crush* – and limited telepathic defences. Apart from her job as administrator, Sycia instructs students in the ways of remote sensing and projection.

She is well aware of her vulnerability in psychic combat and will try to avoid conflict whenever possible. If forced, she will defend while trying to contact Fyrian, Crag, or one of the other masters for help. The masters generally aid her directly (eg, teleporting to her and attacking). To augment her combat abilities, Sycia has acquired a few magical items including a *cloak of protection +4*, a *ring of shooting stars*, and a *gem of retaliation*.

Fyrian Wynder

13th/15th-level Male Half-Elf Psionicist/Bard Neutral

AC 20	Str 14
Movement 12	Dex 19
hp 58	Con 18
Attack +10	Int 16
#AT 1	Wis 18
Dmg: 1d6+2	Cha 16

(*+2 steel short sword of quickness*)

Proficiencies: dagger, hand crossbow quarterstaff, short sword; disguise, literacy, psionic detection, reading lips rejuvenation, sign language.

Psionics Summary: Power Check +15, PSPs 166, MAC 20; Powers: 1st level—*all-around vision*, *conceal thoughts*, *ego whip*, *false sensory input*; 2nd level—*body equilibrium*, *body weaponry*, *daydream*, *flesh armour*, *heightened senses*, *invisibility*, *send thoughts*, *thought shield*; 3rd level—*danger sense*, *ectoplasmic form*, *mindlink*, *shadowform*; 4th level—*dimensional door*, *id insinuation*, *metamorphosis*, *scrying*, *superior invisibility*; 5th level—*domination*, *environmental adaptation*, *teleport*, *teleport trigger*.

Rogue Skills: PP 40%, OL 50%, F/RT 65%, MS 55%, HIS 40%, DN 25%, CW 60%, RL 15%.

Fyrian instructs students at the school in the ways of deception. His particular strengths lie in the telepathic and psychometabolic disciplines. He is the instructor of choice among trade houses who wish to develop spies or scouts for their operations. The templars have also enlisted Fyrian's skills in the past, both as an instructor and as an operative. His disguise and acting skills enable him to adopt several identities, while his rogue skills and psionic abilities provide him with a variety of means of gaining access to secured areas and going unnoticed once he gets there.

This shadowy half-elf comes and goes as he pleases. He enjoys taking risks and always seems to be in the middle of any conflict. The bard has acquired a variety of magical items to use in his freelance work, including his *short sword of quickness*, *bracers of defence AC 16*, and a *ring of human influence*. His bardic training also gives him knowledge of poisons (all except C, F, H, and K), which he often employs with his weaponry.

Crag of the Silt Islands

10th/10th-level Male Half-Giant Psionicist/Fighter Neutral

AC 14	Str 21
Movement 15	Dex 10
hp 145	Con 20
Attack +13	Int 13
#AT 3/2	Wis 16
Dmg: 1d6+9 (steel trident)	Cha 13

Proficiencies: specialised in trident; endurance, rejuvenation, riding (land-based, inix), water find, weapon improvisation.

Psionics Summary: Power Check +11, PSPs 98, MAC 17; Powers: 1st level—*ballistic attack*, *catfall*, *displacement*, *expansion*, *project force*; 2nd level—*body weaponry*, *flesh armour*, *heightened senses*, *levitation*, *mind over body*, *molecular manipulation*, *send thoughts*; 3rd level—*double pain*, *energy containment*, *enhanced strength*, *inertial barrier*, *tower of iron will*; 5th level—*complete healing*, *telekinesis*, *teleport*.

Crag came to the school as a slave belonging to a Tyrian noble. The noble, recognising the rare spark of intelligence present within the young half-giant, thought to train Crag in the ways of physical and mental warfare. In this way, he felt that Crag would develop into an excellent sergeant within his personal guard. He was correct, Crag learned to augment his formidable physical skills with combative mental powers and became a truly deadly adversary.

When the revolution occurred, Crag found himself free for the first time. Resenting the yoke of his master, he spurned the nobleman's pleas to accept employment and instead returned to the school, the only other "home" he had ever known. Sycia's body of instructors at the school had dwindled considerably during that time, what with the war against Urik and wealthy merchants luring the better ones away with offers of gold and powerful positions. She was happy to take Crag on. Now, Crag instructs students in the psychometabolic and psychokinetic disciplines, primarily as they apply to combat situations. He loves his work, but currently is considering an offer to join the elite Iron Guard that oversees deliveries of the precious iron from the mine to the city.

Crag has little in the way of possessions. Apart from his weapons (fine steel, a legacy of his time as a noble's guard), the only item he owns worth mentioning is a *+4/+2 ring of protection* that he took off a burglar he slew while in service to the nobleman.

There is one other master psionicist not of the school, at least not any longer, that bears mentioning. His name is Thanik Arkos.

Thanik Arkos

19th/7th-level dual-classed Male Human Psionicist/Defiler, Lawful Evil

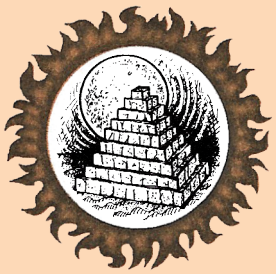
AC 18	Str 13
Movement 12	Dex 17
hp 93	Con 16
Attack +12	Int 19
#AT 1	Wis 21
Dmg: 1d6+2 (+2 steel short sword)	Cha 8

Proficiencies: cavalry mace, light crossbow, dagger, short sword, wrist razor; harness subconscious, herbalism, language (elvish), literacy, meditative focus, navigation, rejuvenation, psionic detection, spell concealment, spellcraft.

Spells: 7/5/4/2.

Psionics Summary: Power Check +23, PSPs 368, MAC 24; Powers: 1st level—*conceal thoughts*, *deceleration*, *detect psionics*, *ego whip*, *speed burst*, *warp shield*; 2nd level—*ESP*, *invisibility*, *send thoughts*, *thought shield*, *warp blade*; 3rd level—*double pain*, *mindlink*, *tower of iron will*; 4th level—*cause decay*, *dimensional door*, *id insinuation*, *inflict pain*, *receptacle*, *scrying*, *teleport trace**, *time/space anchor*; 5th level—*death field*, *psychic drain*, *summon planar creature*, *telekinesis*, *teleport*, *teleport trigger*; 7th level—*empower*, *split personality*, *ultrablast*; 8th level—*convergence*, *stasis field*; 9th level—*psychic surgery*.

* New power – see below.



Thanik was formerly the school's headmaster, but his lust for power and contempt for anyone but himself soon marked him as a pariah among his peers. Coveting a powerful magical ring that one of the school's other masters possessed, Thanik murdered the unfortunate man and stole the item. When the crime was traced to him, Thanik fled, but not before vowing vengeance on those he held responsible for his fall from power, namely the current masters of the school.

Since that time, two years past, he has taken up the study of magic. He believes it is his destiny to become Tyr's next sorcerer-king. He's patient, though, and intends to gather his power quietly and destroy his enemies before he ascends to the throne.

A black-hearted man, Thanik should be played as a villain through and through. He's a lone wolf, having few henchmen if any, because nobody likes him. Nothing is beneath him if it helps to accomplish his goals, those being the acquisition of power and the deaths of the school's masters. Thanik will gleefully sacrifice innocents and associates to draw out adversaries or to cover his own escape. He kills without remorse and takes what he wants. He's a highly skilled, intelligent enemy and won't fight to the death. If a battle is going against him, he'll flee the fight only to return at a later time to seek revenge. If he has a weakness, it is mat he trusts no one and so is almost always on his own.

The evil master's arsenal of magic includes: *bracers of defence AC 16*, a *ring of vampiric regeneration*, a *wand of lightning* (22 charges), and a *rod of absorption* (it can still absorb 33 spell levels and has 12 levels stored). Additionally, Thanik will usually have 1–2 potion fruits on him at any time. His sword is a psionically empowered item: *+2 short sword* (Int: 16, Ego: 4, PC: +11, AL: LE, speaks Common and Elf, with powers of *cause decay*, *double pain*, *receptacle* with 80 PSPs).

Teleport Trace

Psychoportation
Level: 4
Power Score: 14
PSP Cost: 7
Range: 10 yards when set, infinite afterward
Area of Effect: Individual

This power, devised by Thanik, enables him to mark an adversary for location purposes if the target subsequently teleports. After manifesting *teleport trace*, the psionicist must win a psychic contest with the target. If successful, the target is marked for the next hour. If the target *teleports* or uses a psychoportive power to travel to another location in that time, a psionic path remains open to that location. Until the hour has passed, the psionicist can use *teleport* or another psychoportive power to arrive at the same location even if he has never seen or been there before. A *teleport trace* is limited in the following ways:

- **Duration:** It's only good for one hour.
- **Occurrences:** It only works for the first occurrence of a psychoportive power. For example, if the target *teleports* twice in quick succession, the trail is lost after the first *teleport*.
- **Dimension:** the power only works on the initiator's current plane. If the target uses *probability travel* to enter the Astral Plane, for instance, and doesn't reappear on the Prime Material Plane within the hour, the trace is lost.
- **Time/Space Anchor:** A *teleport trace* cannot be attached while a target creature has a *time/space anchor* active.
- **Number:** A manifester can only have one *teleport trace* in effect at any time. Additional uses of the power void previous markings.

20 – The power lasts for two hours.

1 – The power backfires and the target now knows where the psionicist travels to through any psychoportive power for the next hour.

The Order

Another organisation of psionicists maintains a presence in Tyr, although this group's purposes and dealings are known to few outside their small circle. The group is called the Order. Its members are five psionicists of incredibly high level (21st to 30th-level). They are purists who study psionics for its own sake, viewing it as part of the natural order. They are much akin to druids in their views of balance and neutrality, but much more militant. The Order's members have taken it upon themselves to police their own kind (high-level psionicists) and enforce a strict code of conduct.

In Tyr, the Order is represented by Mandalis, a 26th-level mediator who oversees the operations of five entrants from Kled to Altaruk and Walis. His primary location and area of activity remains Tyr. See the description of Mandalis and the thri-kreen T'Sk'Kux'Kt, one of his entrants, below for more details. Refer to the **Dragon Kings** supplement for additional information on the Order.

Mandalis

26th-level Male Human Psionicist, Lawful Neutral

AC 20	Str 14
Movement 12	Dex 16
hp 77	Con 17
Attack +13	Int 19
#AT 1	Wis 21
Dmg: 1d8+4 (*+3 steel scimitar*)	Cha 16

Proficiencies: club, dagger, light crossbow, cavalry mace scimitar, spear, war hammer; craft (gem cutting), etiquette, expression (musical instrument, flute), literacy, harness subconscious, hypnosis, knowledge (local history, Tyr), psionic detection, rejuvenation.

Psionics Summary: Power Check +30, PSPs 616, MAC 24; Powers: 1st level—*control sound*, *detect magic*, *detect poison*, *detect psionics*, *detect spirits*, *ego whip*, *know location*, *reduction*, *sense link*; 2nd level—*aura sight*, *body equilibrium*, *create sound*, *ESP*, *levitation*, *mind over body*, *molecular manipulation*, *sensitivity to psychic impressions*; 3rd level—*cell adjustment*, *create object*, *danger sense*, *dimensional door*, *double pain*, *ectoplasmic form*, *enhancement*, *inertial barrier*, *life draining*, *mind thrust*, *mindlink*, *psionic residue*, *shadowform*, *soften*; 4th level—*animate object*, *energy containment*, *immovability*, *mind blank*, *molecular rearrangement*, *mysterious traveller*, *radial navigation*, *receptacle*, *scrying*, *time/space anchor*; 5th level—*complete healing*, *control wind*, *environmental adaptation*, *ethereal traveller*, *gird*, *mindwipe*, *probe*, *summon planar creature*, *psionic inflation*, *psychic drain*, *synaptic static*, *telekinesis*, *teleport*, *teleport trigger*; 6th level—*aura alteration*, *banishment*, *disintegrate*, *invincible foes*; 7th level—*dream travel*, *empower*, *split personality*, *time shift*, *ultrablast*; 8th level—*convergence*, *mind bar*; 9th level—*psychic surgery*.

Mandalis ponders philosophies that few others could fathom. To him, the evolution of humans and demihumans lies within the untapped reaches of the mind. Only with understanding comes advancement. Most of the creatures of this world are incapable of comprehending the esoteric mysteries of the psyche and, therefore, can do nothing to promote true spiritual progress. It is up to him, and others like him, to chart the path to the next level of existence, that others may someday follow.

Mandalis is quiet, middle-aged and balding, sharply perceptive and keen of wit. He speaks slowly, deliberately, and with great precision. Those close to him know him to be a man of his word. As a young instructor at Tyr's School of Thought, he built up a respectable sum that he prudently invested, eventually amassing a sizeable fortune. With it, he has built a silk plantation outside of the city where he raises ishi moths. Financially secure, Mandalis has devoted himself to the study of the mind.

Despite his lofty ideals, Mandalis is pragmatic and dynamic, acting to further his studies and the ends of the Order. As mediator of Tyr and its environs, he preaches non-interference. Should petty men interfere with the higher goals of the Order, however, Mandalis does not hesitate to do whatever's necessary to set things right.

He possesses several magical and psionic items, making him a formidable adversary. A few of the more notable items in Mandalis' possession include a rare white-powder *philosopher's stone* (see **The Complete Psionics Handbook**, page 111 for benefits of this item), his *+3 steel scimitar* (Int: 15, Ego: 8, Power Check: +14 AL: LN, speaks Common, with powers of *soften*, *telekinesis*, and *disintegrate*, *receptacle* with 100 PSPs), *bracers of defence AC 18*, and a *ring of spell turning*.

T'Sk'Kux'Kt

22nd-level Male Thri-Kreen Psionicist, Neutral

AC 19	Str 14
Movement 18	Dex 19
hp 69	Con 17
Attack +10 or +13	Int 15
#AT 5 or 2	Wis 20
Dmg: 1d4 (4 claws)/1d4+1 plus paralysis (bite) or 1d6+4 (*+3 staff-spear*) + 1d4+1 plus paralysis (bite)	Cha 12

Proficiencies: chatkcha, club, dagger, light crossbow, scimitar, spear, throwing axe; harness subconscious, literacy, meditative focus, psionic detection, rejuvenation, tracking, water find.
Psionic Summary: Power Check +23, PSPs 480, MAC 24; Powers: 1st level—*conceal thoughts*, *detect spirits*, *ego whip*, *false sensory input*, *know location*; 2nd level—*combat mind*, *ESP*, *precognition*, *send thoughts*, *thought shield*; 3rd level— *detonate*, *dimensional door*, *inertial barrier*, *life draining*, *mind thrust*, *mindlink*, *psychic messenger*, *tower of iron will*; 4th level—*control body*, *dimensional walk*, *energy containment*, *id insinuation*, *identity penetration*, *scrying*, *teleport object*, *time/space anchor*, *truthear*; 5th level—*control wind*, *domination*, *environmental adaptation*, *mental barrier*, *psychic drain*, *telekinesis*, *teleport*; 6th level— *psionic blast; disintegrate*, *intellect fortress*, *psionic blast*, *teleport other*, *wrench;* 7th level—*split personality*; 8th level—*convergence*, *mass domination*; 9th level—*psychic surgery.*

Mandalis is supported by entrants who perform their work with passionless efficiency. One of the more active operatives is a thri-kreen: T'Sk'Kux'Kt. Like all thri-kreen, T'Sk'Kux'Kt feels the instinct to hunt most keenly. This has influenced his psionic development, guiding him toward predatory and combat-oriented powers. When not serving the Order, the mantis master often journeys out into the desert for long periods of time. Sometimes these journeys have specific objectives such as hunting or travelling to another city on a personal errand. Other times he wanders to maintain a keen edge on his skills. T'Sk'Kux'Kt firmly believes that the mind is clearest and most accessible during the catharsis of physical deprivation or pain. These treks, therefore, serve to reinvigorate his spirit and prevent him from becoming soft and lazy.

T'Sk'Kux'Kt is a deadly foe in combat, possessing an arsenal of psionic and physical attacks which he often combines through the use of his *split personality* power. If using claws and bite, he gets five attacks per round. With the spear, he uses his natural jumping ability for the initial attack, doubling the spear's damage on a successful strike. Subsequent attacks usually involve a spear/bite combination. His psionics allow him to hold his own against larger numbers, to attack at range, or to surprise enemies from concealment.

If things go badly for the mantis man, his psychoportive talents enable him to escape without a problem. Besides his magical staff-spear, T'Sk'Kux'Kt possesses an *amulet vs. undead* (8th level of use) and a *wand of negation* (21 charges).

Magic

Defiling magic is outlawed in Tyr. The handful of defilers who served under Kalak have fled the city or are currently in hiding. Preservers face some discrimination from the common people, although they are tolerated. PC mages must remain on guard and conceal their profession lest they attract the wrath of the masses. Characters wanting training can seek out freelance wizards skilled enough to tutor them or may attempt to contact the Veiled Alliance. The most likely places to contact either group (discreetly, of course) are the markets and wineshops of the city.

The Veiled Alliance

Tyr's Veiled Alliance maintains a secretive, but ever-vigilant presence in Tyr. This mysterious organisation exists to protect preservers and others of its members from persecution by authorities or the ignorant populace. The Veiled Ones also work to expose or eliminate defilers, those mages who have tainted magic's good name and who have been largely responsible for the destruction of Tyr's natural environment

Since the overthrow of Kalak, the Alliance has suffered dissension among its members. Several members, led by Romila Parthian and Anthrialix Denestor (see **The Veiled Alliance** supplement), feel that the passing of Kalak should usher in a new age of openness in which preservers need not hide their talents. These members argue for the "removal" of the veil, and have begun to cast magic occasionally in the city to reveal its benefits to unbelievers. One such incident occurred in the Warrens where residents awoke to find a fully grown pine tree in a previously empty building foundation. Another time, a spectator fell from the uppermost row of the stadium and certainly would have perished on the street below had an unknown saviour not filled the intervening space between the stadium wall and a building across the street with a rising column of sticky, gooey webs that arrested the fall.

The spellcaster vanished in a blaze of light a moment later as frightened citizens began to close on him with weapons drawn. Although the preservers' fame has spread, they have yet to overcome the ancient fears of magic.

Conversely, Matthias Morthen (see **The Veiled Alliance** supplement), the leader of the Veiled Alliance in Tyr, has preached the wisdom of continued secrecy, citing many past examples of the dangers of divulgence. He believes the menace of defilers must be eradicated from Tyr before preservers dare reveal themselves. The overall sentiment from this conflict among members seems to be toward a gradual emergence of the Veiled Alliance into Tyrian society, dictated by public awareness and behaviour. Only time will tell if they are successful.

Characters wishing to contact the Alliance must do so secretly. Discreet inquiries in the Elven Market or Shadow Square will meet with denial of any knowledge of the Veiled Alliance. After a short period of careful observation, if the character appears earnest and not a threat, a stranger will approach and direct the character to one of the wineshops or another secluded spot in the area. After interviews with one or more Alliance members, the character may be offered an initiation test and thus gain entrance into the Veiled Alliance (refer to **The Veiled Alliance** supplement for details on the rites of initiation and more information on the organisation itself). Anyone who displays hostile intent toward the Alliance or who is perceived as a threat will be executed, quickly and quietly.

Religion

Under Kalak, the templars enforced imperial homage from the masses and, though templars received clerical spells from the sorcerer-king, none truly worshipped him as a god.

Tyrians, like almost all Athasians, worship elemental spirits when they worship at all. The clerics of Tyr revere fire (the sun), air (the winds), earth (the land), and water (oases, springs, wells). Druids reside in the Tyr Valley, watching over its scrub plains and other unique areas. No formal organisations exist for the holy men, as none are needed. Whereas wizards inspire fear and hatred and psionicists remove themselves from society at large, priests bear neither of these stigmas. They are valued for their command of the elements and rarely go begging for work.

Noted Priests of the Region

Clerics can be found in the employ of the Tyrian government, trading houses, and nobles. Some live hermetic existences in the remote corners of the Tyr valley. Others can be found among the merchants and craftsmen of the city's markets. All are free to sell their services or tutor as they please. While it won't be difficult for player characters to find a cleric of suitable level for training, settling the question of compensation may be more troublesome.

The Tarn

Two druids reside in the foothills of the Ringing Mountains directly west of Tyr. The druids have adopted a mountain valley that contains a small deep tarn. They have pledged to listen to all who successfully traverse the treacherous rocky scree field and may render aid or service if asked. Listening does not imply intervention. Watery death awaits any defiler who attempts to drink from the tarn.

Lorena of L'axa — Keeper of the Sacred Tarn

7th-level Female Human Druid, Neutral

AC 13	Str 10
Movement 12	Dex 18
hp 49	Con 16
Attack +4	Int 12
#AT 1	Wis 18
Dmg: 1d6 (staff)	Cha 17

Special Abilities: Concealment on guarded lands, speak with animals, speak with plants on guarded lands, live without nourishment on guarded lands.
Proficiencies: club, sling, staff; craft (cooking), expression (singing), herbalism, navigation.
Spells: 5/5/3/2.
Major Spheres: Cosmos, Elemental Plane of Water.
Minor Spheres: Elemental Plane of Earth.

Tall and willowy, with a gentle, quiet disposition, is Lorena of L'axa. She has recovered from a stormy past Daughter of a small merchant trading family, Lorena had little to worry about before the age of twelve. Her life was irrevocably changed one evening when her family's trading caravan was attacked by a rival house.

During the attack, her parents and all her brothers and sisters were captured or killed. The five children who survived the raid were taken and sold into slavery, save for Lorena. So sickeningly sweet, innocent, and beautiful was she that the vengeful house left her in the desert to die. She managed to find grubs and roots to sustain her and small pools of dew to quench her thirst.

Fearing death or slavery in the city, she moved westward into the foothills, eventually discovering the beautiful tarn. An old woman, Shrasa, wise in the lessons of the land, instructed and protected her. For many years, L'axa learned the ways of the druid from her. Late one evening, Shrasa told L'axa that another druid had been her first disciple and eventually would return to the tarn. L'axa was at first despondent over this development, but Shrasa convinced her that the tarn was her home and should be her life. That night, Shrasa fell asleep, never to wake. The next morning a man appeared at the tarn. His name was G'rshun.

G'rshun — Keeper of the Sacred Tarn

9th-level Male Human Druid, Neutral

AC 10	Str 14
Movement 12	Dex 12
hp 47	Con 18
Attack +5	Int 18
#AT 1	Wis 13
Dmg: 1d6+1 (staff)	Cha 15

Special Abilities: Concealment on guarded lands, speak with animals, speak with plants, live without nourishment on guarded lands.
Proficiencies: cahulaks, scimitar, staff; craft (brewing), knowledge (religion), omen reading, swimming.
Spells: 4/4/3/2/1.
Major Sphere: Cosmos, Elemental Plane of Earth.
Minor Sphere: Elemental Plane of Water.

G'rshun, the apprentice druid, had freely chosen the sacred tarn. The elder druid there, Shrasa, was in her 83rd year and dying. She commanded G'rshun to wander for seven years, then return to inherit the sacred grounds of the tarn. The agreement was made with a single proviso: during this time, G'rshun must not speak to a single humanoid creature.

G'rshun's loneliness was unbearable. The time passed and G'rshun returned to the tarn to fulfil his destiny. The last thing he expected was to come across a beautiful young woman. He first thought Shrasa had undergone some magical transformation. L'axa tearfully explained that Shrasa the druid had died during the night. L'axa also told the story of her arrival and that she was expecting another druid. G'rshun was torn. He was furious that another druid lived on the land he had chosen to protect, but he was also in need of companionship. Since then, an uneasy truce has developed between the two.

Chapter 6: Personalities

Many of the principal characters of Athas originated in Tyr. Their exploits nave been chronicled in Troy Denning's novels, ***The Verdant Passage***, ***The Crimson Legion***, ***The Amber Enchantress***, ***The Obsidian Oracle***, and ***The Cerulean Storm***. Other characters have been detailed in DARK SUN products: **Freedom**, **Road to Urik**, **The Veiled Alliance**, and **Dune Trader**. This is a partial listing of some of the major personalities to be found in Tyr.

Agis of Asticles

16th-level Human Male Psionicist, Lawful Neutral

AC 17 (sygra leather)	Str 15
Movement 12	Dex 16
hp 97	Con 17
Attack +8	Int 18
#AT 1	Wis 17
Dmg: 1d8+1 (steel scimitar)	Cha 16

Proficiencies: chatkcha, dagger, hand crossbow, scimitar, widow's knife; craft (vintner – works as brewing, but for wine), etiquette, harness subconscious, heat protection, herbalism, knowledge (agriculture, ancient history, local history), language (sign), literacy, psionic detection, rejuvenation, water find.

Psionics Summary: Power Check +19, PSPs 237, MAC 20; Powers: 1st level—*detect magic*, *detect psionics*, *ego whip*, *know location*, *project force*, *sense link*; 2nd level—*aura sight*, *combat mind*, *daydream*, *ESP*, *levitation*, *sensitivity to psychic impressions thought shield*; 3rd level—*danger sense*, *inertial barrier*, *mind thrust*, *tower of iron will*; 4th level—*id insinuation*, *receptacle*, *suspend animation*; 5th level—*complete healing*, *environmental adaptation*, *gird*, *mindwipe*, *probe*, *telekinesis*; 6th level—*summon object*; 7th level—*empower*; 8th level—*mind bar*.

Equipment: +3 ring of protection, steel scimitar, leather armour.

Background: Born to educated, supportive parents, Agis lived an idyllic life with his older sister Tierney on the Asticles' faro plantation. Agis' father was an ascendant senator, and his mother oversaw the day-to-day operation of the estate. Agis was curious as a child, and this led to many adventures with his boyhood friend, Tithian. As with many noble families, their families enrolled the two of them in the School of Thought.

Tithian left to pursue life as a templar while Agis continued to follow the Way. His study and mastery of the psionic disciplines led Agis to many years of travel, searching for masters to quench his thirst for knowledge. One of these masters was Durwadala, the thri-kreen druid of the Lost Oasis, who taught Agis much of life and growth. It was her teaching that gave Agis his knowledge of agriculture.

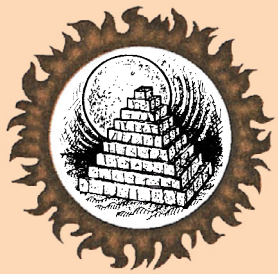
Agis returned to the Asticles estate following the death of his older sister. Tierney had been murdered while he was away on his studies, but the identity of her killer was never discovered. He began implementing the agrarian knowledge he had learned from Durwadala. Now, years later, many produce merchants say that Agis' lands are the most fertile in the Tyr valley.

A Senate moderate, Agis was alarmed with Kalak's obsession driving Tyr toward economic ruin. Agis' brush with the Veiled Alliance led to a personal involvement with the slave, Sadira. Agis joined Sadira, Tithian, and the gladiators Rikus and Neeva in a plot to end the rule of Kalak through assassination, working covertly with several factions across the city. In the end, it was Agis who drove the magical *heartwood spear* through Kalak's brain, killing the powerful sorcerer-king.

Agis is involved in the mysterious "search" along with many of the other principals responsible for Kalak's death. His current whereabouts are unknown – he has not been seen in Tyr for many months.

Appearance: Agis is a handsome, well-muscled man with strong features and a commanding voice. His hair is long, falling just below his shoulders, and has silver blazes at the crown and just above the ears (the legacy of one of Sadira's magics).

Role-playing: The Lord of Asticles is a natural leader, independent, dynamic, and intelligent. He cares about the common people and displays loyalty and devotion to friends and employees alike. He handles himself well in all social situations and has proven his willingness to place himself in harm's way in order to bring about real change for the city-state of Tyr. He possesses many unusual contacts including Tithian, Sadira, Rikus, Neeva, and Durwadala to name a few. He should make a strong ally or enemy, depending on the characters' actions and intentions.



Azzer Lirin

4th-level Male Human Psionicist (Templar), Lawful Evil

AC 11	Str 11
Movement 12	Dex 14
Level: 4	Con 17
hp 19	Int 16
Attack +1	Wis 19
#AT 1	Cha 12

Dmg: 1d4–1 (bone dagger)

Proficiencies: club, dagger; bureaucracy, craft (mining), information gathering, literacy, rejuvenation.

Psionics Summary: Power Check +6, PSPs 25, MAC 16; Powers: *1st level—detect poison, detect psionics, ego whip, false sensory input, synesthete*; 2nd level—*ESP, invisibility, know course, precognition, send thoughts, thought shield.*

Background: Azzer was recruited into the templars only recently by Drave, a highly placed official in the Bureau of Mines. Drave has sponsored Azzer's training at the School of Thought to hone his abilities for the job he is to do. Drave intends to assassinate Borger, the Minister of Mines, and assume the position himself. He hopes to use Azzer to spy on Borger in order to discover when the minister will be most vulnerable. He has not divulged this information to Azzer, but the psionicist has figured out most of it. Azzer has plans of his own, knowing full well that, once Drave consolidates his power, the psionicist will become a liability in short order. Azzer will spy for Drave, but will tip off Borger to the assassination attempt after extorting a pledge of promotion and a handsome reward of cash or magic from the Minister of Mines.

As a templar, Azzer has all the secular authority powers of a 4th-level templar as listed in the **Dark Sun Campaign Guide**, pages 65–66.

Appearance: Azzer appears as a small, thin man of pale complexion and sallow features. His frail stature deceptively suggests weakness or possibly ill health, masking a mind as agile and deadly as a sand viper.

Role-playing: Azzer is very cunning, and is good at reading others' intentions. He plays the willing servant to Drave, and will do so with others as long as it is to his own advantage. He waits until his enemies are vulnerable to strike at them.

Banther, Arena Manager of Tyr

9th-Level Human Male Templar, Lawful Neutral

AC 11	Str 18
Movement 12	Dex 15
hp 61	Con 16
Attack +7	Int 14
#AT 1	Wis 17
Dmg: By weapon +6	Cha 10

Proficiencies: Dagger, datchi club, dragon's paw, light crossbow; animal handling, armour optimisation, bargain, blind-fighting, bureaucracy, knowledge (local history, religion), literacy.

Psionics Summary: Power Check +1, PSPs 73, MAC 13; Wild Talents—*combat mind* (PS 12; Cost 3/1), *danger sense* (PS 13+; Cost 5/2).

Equipment: gauntlets of b'rohg power (as *ogre power*)

Background: Banther is one of the "new breed" of templars. He sees the overthrow of Kalak as a stepping stone for his future. Banther allied himself with Tithian soon after Tithian was appointed Master of Games under Kalak. Banther has been attracted to the arena since he was young. He sees his appointment of arena manager as the pinnacle of his life so far.

Many templars enjoy verbal battles but abhor physical confrontations. Banther is the exception. Banther secretly makes anonymous appearances in the arena, masked to avoid his identification. Because of his templar status, the only way he can appear in the games is with a hidden identity. He relishes the combat and adoration of the crowd.

Appearance: Banther is broad shouldered, and dark skinned from many an hour spent under the Athasian sun. His hair is closely cropped, unusual for a templar. His face is anchored by a too square jaw and a twice broken nose. Banther looks more like a gladiator than a templar. He trains and practices his weapon skills daily.

Role-playing: Banther is one of the few templars who walks freely about the city without an escort. He never hesitates to become involved in a row or broy fight. He is considered "fair" in business dealings (especially for a templar!) since his interests lie outside material gains. If the PCs are interested in physical training or the gladiatorial games, they should encounter Banther.

Etheros

6th-Level Human Male Preserver, Neutral Good

AC 11	Str 14
Movement 12	Dex 13
hp 19	Con 15
Attack +2	Int 17
#AT 1	Wis 14
Dmg: 1d4+1 (iron dagger)	Cha 15

Proficiencies: dagger, bargain, disguise, etiquette, knowledge (agriculture, ancient history), literacy, psionic detection, riding (land-based, crodlu), spell concealment, spellcraft
Spells: 6/4/3.
Equipment: Scroll with *transmute sand to stone*, and *massmorph* (11th level of use), iron dagger.

Background: Etheros grew up wanting for nothing. His family owned a modest but profitable faro estate in the valley. Bored and having no direction, Etheros spent much time in the city. He stumbled upon the Veiled Alliance and was intrigued. Here were people living a passionate life fighting for values they believed in. It took him two years to gain admission to the Alliance but, once he did, he proved to be an able and enthusiastic student. He advanced quickly and repeatedly volunteered for visible, dangerous missions.

The secrecy and danger associated with the Alliance hold a hypnotic attraction for Etheros. He believes in the mission of the Alliance with all his heart. The Alliance has become his family and the core of his very existence. Etheros is kind and concerned about people. Still, if the good of the Alliance is at stake, he can kill without remorse or hesitation.

Appearance: Etheros has light brown hair and hazel eyes. He has a dark, roughened complexion and his face is tattooed with a cross-hatched line crossing below his eyes and over the bridge of his nose, a stylised veil. When on Alliance business he often wears a broad round hat that hides his eyes and covers his face in shadows.

Role-playing: Quietly engaging, Etheros exudes warmth and acceptance to any he considers to be his friends. He's well spoken, courteous, and highly perceptive. At the same time, Etheros can be ruthless when circumstances demand it.

Faldar

5th-Level Human Male Preserver, Lawful Neutral

AC 12	Str 15
Movement 12	Dex 16
hp 15	Con 14
Attack +0	Int 16
#AT 1	Wis 15
Dmg: 1d4 (obsidian dagger)	Cha 13

Proficiencies: dagger; bargain, knowledge (ancient history, local history), gaming, language (sign), literacy, spell concealment, spellcraft.
Spells: 6/4/1.
Equipment: potion fruit of plant control.

Background: Faldar grew up on the streets of Tyr. He worked in a variety of jobs until he met Romila Parthian of the Veiled Alliance. She took a liking to the brash young man and, after a time, offered to teach him the magical arts. Faldar proved to be an apt student. He's performed well when called upon, although he has had a couple of close calls. Because of this, he's very careful in his actions. Faldar supports Matthias Morthen's views of continued vigilance and secrecy for the Veiled Alliance that has distanced him from Romila.

Appearance: Faldar wears his blond hair short, having shaved the hair above his ears and around the back of his head. He seldom smiles or makes light of a situation. His build is nondescript.

Role-playing: Guarded and careful in his dealings with others, Faldar is an aloof individual but not hostile. He approaches everything with intense concentration – as a veteran of the assassination plot to overthrow Kalak, he knows well the price of failure. Characters encountering Faldar find him evasive and enigmatic. Once he gets to know (and trust) them, he is charming and good natured.

Gaanon

12th-level Half-Giant Male Gladiator, Neutral

AC: 15 (carru leather)	Str 23
Movement: 15	Dex 13
hp 185	Con 19
Attack: +16 with specialisation	Int 8
#AT 3/2	Wis 10
Dmg: by specialised weapon +12	Cha 12

Proficiencies: specialised with battle axe, weighted pike, cahulaks, datchi club, two-handed sword, weighted throwing net, gouge, Feign Weakness fighting style; armour optimisation, endurance, heat protection, weapon improvisation.
Equipment: Leather armour, obsidian battle axe, net of giant hair.

Background: Gaanon was raised somewhere along the Estuary of the Forked Tongue near Grak's Pool. He travelled extensively with his father when he was young and was duly impressed during his first visit to Tyr. The city fascinated him – so much to see, so much to do, unlike home. When he was old enough to travel alone, Gaanon returned to Tyr to seek employment. He found work as a templar's bodyguard and was very happy with his lot. Things changed one night when a friend and co-worker of Gaanon's was slain by the templar. In a fit of rage, Gaanon attacked the bureaucrat, seeking to avenge his friend's death. He failed. The templar, in an unusual show of mercy, did not slay him outright, but instead sold him into gladiatorial slavery. Gaanon used his superior strength and fighting skills to good effect in the arena and made quite a name for himself.

Gaanon and Rikus were too much alike to be friends in the arena so they became rivals. They faced each other three times. Rikus won twice, the second time seriously wounding Gaanon. The third time they faced one another Gaanon was denied his revenge, when Rikus attacked Kalak instead of him.

Gaanon joined with Rikus following the revolt and helped lead the attack against the armies of Urik. He was an inspiring sight, simultaneously fighting three opponents. Gaanon was a victim of the wars and never returned to his favourite city to enjoy the wondrous life he so desired.

Appearance: Gaanon's a beast, especially with his hairy body and long unbound hair. With a height twice that of a human and weighing over 1,500 pounds Gaanon should be considered a "giant" among half-giants.

Role-playing: Strong and fair. Gaanon's training as a templar guard and as a gladiator has provided him with powerful tools for survival. He understands that bureaucracy is necessary for a city to exist, but does not understand bureaucracy itself. He is a fine and trustworthy companion in a fight.

Kalak

21st-Level Male Human Dragon, Neutral Evil

AC 23	Str 23
Movement 12	Dex 20
hp 168	Con 20
Attack +9	Int 19
#AT 1	Wis 18
Dmg: By weapon +10	Cha –3

Proficiencies: bards' friend, cavalry mace, dagger, light crossbow, scimitar, wrist razors; bargain, bureaucracy, engineering, etiquette, harness subconscious, heat protection, herbalism, hypnosis, knowledge (ancient history, engineering, religion), language (ancient, elvish) literacy, psionic detection, rejuvenation, riding (land-based, crodlu), spellcraft, survival (sandy wastes).

Spells: 1st level—*detect magic, detect phase, gaze reflection, magic missile* (x2), *shield, sleep, wizard mark*; 2nd level—*alter self, detect invisibility, levitate, locate object, orb of power, protection from poison, web*; 3rd level—*dispel magic* (x2), *empower orb, energy conduit, fly, hold undead, lightning bolt*; 4th level—*charm monster, dimension door, phantasmal killer, polymorph other, psionic tracer, stoneskin*; 5th level—*hold monster, psionic override, steal energy, teleport, wall of force*; 6th level—*globe of invulnerability, improved haste, isolate templar, psychic reversal*; 7th level—*banishment, doom legion, prismatic spray, semipermanency*; 8th level—*lightning storm, obsidian death, symbol, trap the soul*; 9th level—*imprisonment, time stop*; 10th level—*wall of ash.*

Psionics Summary: Power Check +25 PSPs 406, MAC 23; Powers: 1st level—*conceal thoughts, detect poison, detect psionics, detect spirits, ego whip, know location, sense link*; 2nd level—*aura sight, ESP, object reading, send thoughts, thought shield*; 3rd level—*all-round vision, danger sense, inertial barrier, mind thrust, mindlink, mindwipe, probe*; 4th level—*appraise, cause decay, control body, energy containment, receptacle, time/space anchor*; 5th level—*death field, domination, gird, psychic drain, probability travel, telekinesis*; 6th level—*aging, disintegrate, invincible foes*; 7th level—*dream travel, empower, time shift*; 8th level—*mind bar, psychic crush*; 9th level—*beast mastery.*

Equipment: ring of spell turning, bracers of defence AC 19, 2d6 scrolls (each has 1d3+4 spells 5th–9th level), 1d4+1 potion fruits.

Special Abilities: immortality, polyglot, grant spellcasting powers to his templars, draw magical energy from living creatures through obsidian orbs.

Background: Kalak's history begins in the Green Age. He fought in the war of wars, when segments of the human races sought genocide against the nonhuman races. Kalak was one of the Champions Rajaat imbued with power to carry out his will, and one of the traitors who helped make Borys into the Dragon, and was transformed into a first-stage dragon and granted the ability to provide spells to his followers by the powers of the Dark Lens. Empowered, the man who would be king besieged and conquered Tyr.

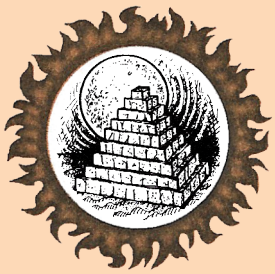
After several centuries of rule, Kalak was no longer satisfied with his role of sorcerer-king of Tyr. He sought greater power, and found it in an ancient tome that described a process to become a fully transformed dragon.

Over several hundred years, he collected all that was needed for the spell, including the materials required to skip the long, painful, step-by-step metamorphosis. With a huge focal point and enough human life force, he could make the transformation all at once. To this end, he had the immense ziggurat constructed, adjoining the gladiatorial arena. When all was ready, he held a great festival there and invited the city to the arena.

Once inside, he sealed all entrances to and from the arena and, following the end of the last combat, began the process. Unbeknownst to Kalak, traitorous individuals had plotted to assassinate him. He was struck in the chest by a magical spear, thrown by the gladiator Rikus. Injured and with his defences violated, he retreated into the ziggurat, and began the transformation process. He was attacked there by Agis, Rikus, Neeva, Sadira, and Tithian. Caught in mid-transformation, he fought the traitorous intruders with all his ability. It was Agis who finally drove the magical *heartwood spear* into Kalak's brain, killing him.

Appearance: A deceptively frail, diminutive man, Kalak is balding, with wisps of gray hair about his temples. He is bitter in demeanour, his face etched with hate. Kalak always wears purple robes, a golden diadem on his head.

Role-playing: Kalak is the embodiment of evil and hatred. Wizened by thousands of years of life, he is both brilliant and mad. Should the player characters be unfortunate enough to meet Kalak, it most likely will be the last meeting they ever have.



Ktandeo

13th-level Male Human Preserver, Neutral Good

AC 11	Str 12
Movement 12	Dex 13
hp 31	Con 10
Attack +4	Int 17
#AT 1	Wis 15
Dmg: by weapon or by spell.	Cha 11

Proficiencies: dagger, darts, staff; knowledge (ancient history local history, religion), language (ancient, elvish, halfling), literacy, navigation, psionic detection, spell concealment, spellcraft, survival (forest).

Equipment: Ktandeo's Cane (appears as a cane with a pommel of polished obsidian, see **Psionic Artifacts of Athas** for more information).

Background: Born to a poor merchant family, Ktandeo spent most of his early years working for his father trying to earn enough money to feed the family. Ktandeo exhibited a strong affinity for magic at an early age, and his father discreetly contacted the Veiled Alliance to gain information how he should proceed. Ktandeo studied hard and quickly rose in the ranks of the preserver mages.

Prior to Kalak's death, Ktandeo was allied with Sadira, and aided in her and Agis's escape when they were pursued by templars. He took them to UnderTyr and the Crimson Shrine, where he had hoped they would find safety. Alas, Agis was unable to enter the shrine and Ktandeo died in the battle against the templars. His final words were to warn Sadira against her attraction to defiler magic.

Appearance: Tall and robust, Ktandeo has proud features, a hook nose, and a long mane of white hair. His dark brown eyes display ancient wisdom, as they peer out from beneath his white brow. Ktandeo is never without his obsidian-pommelled cane.

Role-playing: A veteran of Shadow Square, Ktandeo moves freely between the best and worst parts of town. He is awkward around noble personages, because of his personal disdain for conspicuous consumption. He possesses an excellent memory, which has aided him in mentally mapping many parts of UnderTyr. He is an invaluable ally in contacting the Veiled Alliance, as well as a terrible adversary if crossed.

Ktandeo's base of operation is the Drunken Giant wineshop, off of Shadow Square. If contacted there, Ktandeo will be found in one of the rear booths of the shop. He prefers this location due to a secret entrance to UnderTyr, hidden beneath one of the stone benches.

Merigal of Narine

6th-level Female Human Trader, Chaotic Good

AC 11	Str 13
Movement 12	Dex 15
hp 31	Con 16
Attack +3	Int 18
#AT 1	Wis 17
Dmg: 1d6 (bone short sword)	Cha 15

Proficiencies: dagger, light crossbow, short sword; appraising, bargain, heat protection, riding (land-based, crodlu).

Psionics Summary: Power Check +3, PSPs 34, MAC 12; Wild Talents—*compact* (PS 12, Cost 3), *inertial barrier* (PS 13, Cost 5/2); *telekinesis* (PS 15;Cost 9/4+).

Background: Merigal belongs to a small, independent trading house. House Narine has neither the resources nor the muscle to compete with the larger trading houses and so relies on small, swift caravans traveling to remote villages and settlements for its income. Having grown up on the trade routes, Merigal is a skilled trader and an excellent rider. Until recently, she thought those to be her only skills.

Some months ago, Merigal's caravan came upon a group of men in the desert who had apparently been attacked by elven raiders. All the elves and but one of the men had perished in the fighting. The one survivor would have died within hours had Merigal not given him water and tended his wounds.

In return, the man (an accomplished psionicist) repaid her kindness by using *psychic surgery* to open her mind to the wild talents she possessed. On return to Tyr, Merigal enrolled at the School of Thought to learn to wield her newly discovered psionic powers.

She has proven to be an able student and House Narine is sure to profit from her abilities. Through her *compact* power, Merigal can transport much greater cargoes than would otherwise be possible. She is a favourite of Sycia's and could call upon the headmistress for aid in a pinch.

Appearance: A petite woman with long sun-gold hair, usually kept in a braid, Merigal's green eyes reflect her intelligence and drive. She usually dresses in the robes traders wear to protect themselves from the sun and sand of Athas.

Role-playing: Having grown up a member of a small trading house, Merigal always sides with the underdogs. She is not above helping others in distress, especially those who are being repressed or harassed by a larger or more powerful force.

Neeva

8th-Level Female Human Gladiator, Neutral Good

AC 19	Str 16
Movement 12	Dex 16
hp 49	Con 18
Attack +11	Int 12
#AT 3/2	Wis 16
Dmg: 1d10+6 (*steel trikal +2*)	Cha 14

Proficiencies: All, specialised in trikal, wrist razors, scimitar, master's whip, cahulaks, chatkcha, Tactics fighting style; armour optimisation, endurance, gaming, hunting, running, weapon improvisation.
Equipment: bracers of defence AC 17, steel trikal +2.

Background: Neeva's early years were spent as a gladiator. Life in the gladiatorial pens of Tyr was a daily struggle for survival. Neeva suffered greatly at the hands of her captors. A natural athlete, Neeva nevertheless strove to be the toughest, fastest fighter ever seen in the arena. She won her first eight bouts before taking a serious wound. Having proven herself a skilled warrior, she was paired with the mighty champion Rikus. Together, they became favourites among the arena crowd and were considered the most successful pair in Tyr's history.

Neeva was one of the agents responsible for the assassination of Kalak. She followed Rikus into the war against Urik, then a war of a more personal nature developed. Neeva's feelings for Rikus were changed when he could not decide between her and the sorceress Sadira. Neeva left the battle and Rikus to pursue a life with Caelum, a dwarven elemental priest of fire. The two moved to the dwarven village of Kled, Caelum's home. Later, during an attack by Borys to recover the Book of Kings, Neeva gave birth to their first child.

Appearance: A striking beauty, tall and strong, Neeva can inspire extreme desire or extreme terror in a man. She has long blond hair, deep-green emerald eyes, and beautiful ivory skin. She dresses as she wants, seeking to impress no one but herself, reserving her battle skills to make an impression on others.

Role-playing: Neeva remains cool under pressure. She analyses a situation and acts without the self-doubt that paralyses lesser individuals. She chooses her friends carefully, but remains staunchly loyal to those she deems worthy of her trust

Rikus

15th-Level Male Mul Gladiator, Neutral Good

AC 13	Str 20
Movement 12	Dex 18
hp 116	Con 20
Attack +20	Int 10
#AT 2	Wis 14
Dmg: 2d4+11 (*Scourge of Rkard*)	Cha 16

Proficiencies: All weapons, specialised in bard's friend, battle axe, dragon's paw, impaler, bastard sword, cahulaks, datchi club, singing sticks, Dirty Tricks fighting style; charioteering, endurance, heat protection, running, armour optimisation, weapon improvisation.
Equipment: Scourge of Rkard (+4 bastard sword, see **Psionic Artifacts of Athas** for details)

Background: Rikus grew up as a slave-gladiator and became the greatest warrior in the arena of Tyr. It was Rikus who threw the *heartwood spear* that initially disrupted Kalak's attempt to become a dragon. Following Kalak's death, Rikus led Tyr's army and hundreds of gladiators against Urik to defend the city and its priceless iron mines. When separated from Tyr by the Urikite army, Rikus and Tyr's army turned and attacked the city-state of Urik. Although defeated, Rikus managed to deflect the attack on the mines and escaped with his life. Rikus was also a defender in the Dragon's attack on the dwarven village of Kled. It was during the battle that he realised the importance of the sword known as the *Scourge of Rkard.* Rikus is somehow involved in "the search" for the missing King Tithian of Tyr. His current whereabouts are unknown.

Appearance: Rikus has the chiselled muscular body of a typical mul. He has no hair on his body, and a fierce, look of intimidation in his face.

Role-playing: Rikus is arrogant and self-assured. If in encountered in a peaceful setting, he will always parlay if there is something advantageous in the bargain for him. Should an unfortunate PC encounter Rikus in a combat situation, they will be sorely tested.

Sacha and Wyan

Former Champions of Raajat, Chaotic Evil
AC 10
Movement 0, Fl 12 (D)
hp N/A
Attack +0
#AT 1 (bite)
Dmg: 1d2 (bite) or by psionics
Psionics Summary: Level of psionic powers unknown.

Background: Sacha of Arala, Curse of the Kobolds, and Lord Wyan of Bodach, Pixie Blight, were former chieftains who took part in Raajat's bloody war of cleansing to rid the world of the nonhuman races. Sacha and Wyan later allied with Kalak in conquering Tyr. Sacha the Beastly is the progenitor of the noble Mericles line, from which Tithian is descended.

At the onset of the war, Raajat assembled his Champions at the Steeple of Crystals high within the Pristine Tower. Here, Raajat empowered his Champions to carry out his will. The Champions, infused with Raajat's power, were invincible. Nearing the end of the conflict, the Champions learned Rajaat intended to return the world to the halfling race. Many of the Champions rebelled against Rajaat – Sacha and Wyan opposed the revolt and were beheaded as punishment.

Appearance: The two living, disembodied heads are gruesome. The skin of their missing neck is gathered and stitched under the jawline. Both have long coarse hair tied in a topknot. Though weathered with age, both still feel as warm as the living to the touch. Both have a fondness for warm blood which is their sole form of nutrition. Wyan has piercing gray eyes, sallow skin and sunken features. Its lips are leathery and peel back revealing a sinister grin. Wyan has broken, yellowed teeth and smells of the dead.

Sacha's face is grotesquely bloated. The cheeks and facial features are distorted and puffy. Sacha's gray eyes appear as little more than dark narrow slits. Its broken teeth match the colour of its eyes.

Role-playing: Woe to all who trust the former Champions. The only allegiance Sacha and Wyan possess is to self preservation. The two will quickly side with the more powerful force in a conflict. They have no regard for morality and will betray associates and foes alike.

The two possess caustic personalities and openly speak their wicked thoughts. Quick to anger or accuse, they are glib to the point of self destruction – which may be their demise as they were last seen in possession of Borys the Dragon.

Sadira

10th-level Female Half-Elf Tainted Wizard, Neutral

AC 13	Str 11
Movement 12	Dex 18
hp 39	Con 15
Attack +3	Int 18
#AT 1	Wis 15
Dmg: 1d4 (steel dagger)	Cha 17

Proficiencies: dagger, staff; bargain, craft (cooking), etiquette, knowledge (ancient history, heraldry, local history), language (sign), literacy, navigation, spell concealment, spellcraft.
Equipment: gem of seeing, steel dagger, spell book.
Spells: 6/6/4/3/2

Use the following statistics after Sadira's transformation into a sun wizard, so long as she is in sunlight:

18th-level Female Half-Elf Sun Wizard, Neutral

AC 18	Str 16
Movement 12	Dex 18
hp 47	Con 15
Attack +7	Int 19
#AT 1	Wis 15
Dmg: 1d4+2 (steel dagger)	Cha 17

Proficiencies: dagger, staff; bargain, craft (cooking), etiquette, knowledge (ancient history, heraldry, local history), language (sign), literacy, navigation, spell concealment, spellcraft.
Equipment: gem of seeing, steel dagger, spell book.
Spells: 8/7/7/6/5/3/3/2/1

Background: Sadira was a plant by the Veiled Alliance among the arena slaves of Tyr. Originally Tithian's property, she escaped and played a major role in Kalak's assassination. Following the war with Urik, Sadira set off alone for the Pristine Tower to learn more about the Dragon. She was hunted by the halfling Nok for the return of *Ktandeo's Cane*. Her refusal to return the cane led to combat and Nok's death. Soon after this, she met Faenaeyon, the elven father she never knew and travelled with him to an area near the Pristine Tower.

There she met the shadow giants and underwent a personal transformation into a sun wizard (use the second set of statistics given above). When empowered by the sun, Sadira's skin turns ebony and her abilities and physical strength increase. At night, she reverts to her normal self. She has also learned what it takes to kill Borys the Dragon of Athas.

Appearance: Lithe and graceful, Sadira combines strength and beauty. Her long amber hair cascades to her waist, and her near-perfect face reveals a keen intelligence and uncommon alertness.

Role-playing: Sadira is a driven woman. While trying to save Tyr, she has begun to walk a dangerous line between preserving and defiling magic. It is unknown how her transformation and newly gained powers will affect her personality or the balance of her magical powers. Her gregariousness and exceptional beauty always make her the centre of attention.

Master Sintha

7th-level Male Human Thief (retired), Neutral

AC 12	Str 13
Movement 12	Dex 16
hp 29	Con 13
Attack +4	Int 17
#AT 1	Wis 15
Dmg: 1d8+1 (steel scimitar)	Cha 16

Proficiencies: dagger, hand crossbow, scimitar; appraising, bargain, etiquette, forgery, gaming, heat protection, knowledge (local history), language (sign), literacy, riding (land-based, crodlu).

Psionics Summary: Power Check +2, PSPs 10, MAC 11; Wild Talent—*shadowform* (PS 13; Cost 5/2).

Equipment: sheet of smallness, steel scimitar, obsidian dagger, hand crossbow.

Background: Born the fourth son in the House of Valex, Sintha has worked hard and has risen to Master of the trading company. A shrewd and competent trader, Master Sintha knows what it takes, legal or not, to run one of the most profitable trading houses in the Tablelands.

Sintha wields considerable power in the Merchants' District. His ownership of several of the larger warehouses in the district makes him an invaluable contact to a merchant who needs to store large quantities of raw material for manufacture. Frequently, small quantities of the raw material are "seeming lost" in the warehouse. Sintha sells the goods to outgoing caravans to be sold in other cities of the Tablelands.

After the war with Urik, Sintha has turned House Valex into the heart of a burgeoning criminal network of startling size and power. He is now one of the most feared figures in Tyr's underworld.

Appearance: Sintha's piercing eyes and tight, angular features intimidate almost all humanoids he meets. He has the face of a cruel and determined man.

Role-playing: Sintha can be vicious and cruel to those outside the House of Valex. His vast power base makes even the templars of Tyr think twice before crossing him. Any interference by PC's in his trading or criminal enterprises will not be tolerated.

Timor, Senior Templar

12th/13th-level Male Human Templar/Defiler, Lawful Evil

AC 10	Str 8
Movement 12	Dex 12
hp 63	Con 13
Attack +6	Int 17
#AT 1	Wis 14
Dmg: 1d8 (*steel long sword +1*)	Cha 15

Proficiencies: bard's friend, infantry mace, light crossbow, long sword; appraising, bargain, bureaucracy, etiquette, herbalism, knowledge (local history, religion), literacy, navigation, omen reading, riding (land-based, crodlu), spell concealment, spellcraft.

Psionics Summary: Power Check +2, PSPs 14, MAC 11; Wild Talent—*energy containment* (PS 14; Cost 7).

Equipment: scarab of enraging enemies (3 charges), *steel long sword +1*, 1 or 2 scrolls (Timor has access to the templars' scroll library).

Background: The templar's life is all that Timor has ever known. He represents three generations of servitude to Kalak and the city of Tyr. Timor, like his father and his father's father, relishes the power of the templar position. Timor's father, Jaamor, passed along a powerful set of contacts and paid informants to his son before he died, enabling Timor to wield great power as a young templar. Timor has also studied the dark arts of the defiler to further his quest for power but is careful to conceal his spellcasting.

Timor believes in the order of things. Things work when coordinated in an orderly fashion. This fascination with order led to his obsession with the stars. The stars move with regularity and predictability. Timor learned to tell time and navigate the desert by them. This comforted him, knowing that it was an orderly world in which he lived.

Timor's world collapsed during the revolution. As Tyr descended into disorder following Kalak's death, he thought he would lose not only his life but his mind in the ensuing chaos. Fortunately, he was able to organise the other templars and restore order. Tithian, quick to see that Timor would be a valued asset, wasted no time in appointing him to the position of Senior Templar.

Appearance: Timor is young for a man of his authority. He's short, with a frail physique and pointed features. His hair is thinning and his pale, mud-coloured eyes are anything but expressive. Nevertheless, this small man speaks and acts with an air of authority that belies his unimposing appearance. Many who meet him come away with a feeling of mistrust or dislike, but fear or respect emerge from such meetings as well.

Role-playing: Timor is a man with vast sources of information throughout the city-state of Tyr. He trusts no one and constantly checks to ensure his commands are carried out by those appointed to execute his will. He's a dynamic individual who organises masterfully, but can alter his plans on a moment's notice without missing a beat.

Characters encountering Timor may feel scrutinised, even violated, for the templar cuts to the heart of matters and sees through ambiguities with uncanny clarity. The Senior Templar is pragmatic, efficient, and wholly emotionless in his actions.

Tithian of Mericles, King of Tyr

17th-Level Human Male Templar, Neutral Evil

AC 20	Str 9
Movement 12	Dex 14
hp 56	Con 13
Attack +12	Int 18
#AT 1	Wis 15
Dmg: 1d8+2 (*steel long sword +2*)	Cha 16

Proficiencies: Dagger, datchi club, garrotte, infantry mace, master's whip, long sword; bargain, bureaucracy, etiquette, heat protection, knowledge (ancient history, heraldry, local history, religion), language (ancient), literacy, navigation, psionic detection, riding (land-based, crodlu), spell concealment, survival (rocky badlands), water find.
Psionics Summary: Current level of ability unknown.
Equipment: bracers of defence AC 19 (after the death of Kalak), *ring of free action*, *steel long sword +2*, 1d4+1 scrolls of 1d3+4 spells each (taken from the templars' library).

Background: Tithian was born into the family Mericles, a highly regarded noble clan. The Mericles and Asticles estates were adjoining and Tithian and Agis grew up as friends. Tithian and Agis enrolled in the School of Thought. Tithian's rebellious nature distanced him from the teachers and the other pupils, however. When a younger brother was chosen to inherit control of the estate, Tithian dishonoured his family by joining the ranks of the templars. Tithian rose quickly in the ranks, and later gained control of the family estates when his younger brother "mysteriously" died.

Tithian held the highly regarded templar posts of Public Works and Master of Games before being elevated to Senior Templar shortly before Kalak's fall. Tithian played an active part in the assassination of Kalak and took the throne following his death. Sweeping reforms, including the abolition of slavery and the opening of subsistence plot farming, were enacted. Although reluctant, Tithian's agreement to go along with the Council's recommendations for making Tyr a free city has made Tithian a popular king with the people.

Unknown to the citizens of Tyr, Tithian currently seeks the powers that will make him a true sorcerer-king. Tithian has begun a quest toward that end. The people of Tyr

believe him to be on a secret special mission on behalf of Tyr. In back-alleys and bars, rumours are whispered daily speculating about the purpose of "the search". They do not know where he has gone or for how long, but miss their beloved king.

Appearance: Tithian continues to wear the black cassock, apparel worn by all templars of Tyr. He wears his long, auburn hair in a single braid that falls to the centre of his back. Tithian has gaunt features, a hawk nose, thin-lipped frown, and beady eyes the colour of liver.

Role-playing: It is doubtful that any PCs will ever personally encounter Tithian. Should this occur, Tithian should be played with all the intelligence, cunning, and guile of a templar who has successfully become the king of his own city. Tithian will neither be bullied or intimidated and should always have a secondary plan in case the first one fails.

Senator Trevalis Minthur

10th-level Male Human Noble*, Neutral Evil

AC 10	Str 10
Movement 12	Dex 12
hp 30	Con 14
Attack +4	Int 17
#AT 1	Wis 16
Dmg: by weapon	Cha 9

*NPC class – see page 103.

Proficiencies: bard's friend, hand crossbow, scimitar, widow's knife; animal handling, appraising, bargain, bureaucracy, etiquette, heat protection, knowledge (agriculture, heraldry, local history), literacy, riding (land-based, crodlu).

Equipment: Steel scimitar, hand crossbow, quiver of 20 bolts.

Psionic Summary: Power Check +2, PSPs 6, MAC 12; Wild Talent—*sensitivity to psychic impressions* (PS 12; Cost 3/1)

Background: "Land and Blood" is the credo of the Minthur family. The mid-level noble house is very ambitiously attempting to seize the surrounding lands and plantations. Land is food, food is money, money is power. The Minthur estate is neither the largest nor the most important of the Tyrian plantations, but you would not think that when speaking with Trevalis Minthur.

Trevalis still demands to be called "Senator" even though the Senate was disbanded to make way for the Council of Advisers. Trevalis maintains that the noble landowners should control Tyr. For without the landowners, the city would starve.

Trevalis is a man of little patience who believes strict punishment is necessary for a strong family. He has followed in his father's footsteps and has not spared the rod on any of his children. Rumours abound of Trevalis beating slaves to death for disobeying him. Trevalis' rage is not a topic for open discussion with the Minthur family.

Appearance: With a stern countenance and wiry frame, Trevalis Minthur possesses all the warmth and charm of a silk wyrm. He dresses ostentatiously, flaunting his wealth and position whenever possible. He walks with a slight limp, which he hates to be reminded of. It is said he acquired the disability when a supporting strap for a howdah he was riding in broke and he fell from the vehicle, badly twisting his leg. It is also said that he had the inix he rode on killed and the artisan who built the howdah assassinated after the incident.

Role-playing: Senator Minthur can be a deadly adversary should the PCs cross his path. His arrogant and evil nature make him a wonderful focal point for any conflict. He will go to any end to realise his dark ambitions and cares nothing for anyone outside of the Minthur clan, and little enough for those within it other than himself.

Senator Turax

14th-level Male Human Noble*, Lawful Evil

AC 9	Str 8
Movement 12	Dex 7
hp 41	Con 9
Attack +5	Int 18
#AT: 1	Wis 15
Dmg: 1d6–1 (steel short sword)	Cha 5

* NPC class – see page 103

Proficiencies: club, dagger, hand crossbow, short sword, widow's knife; animal handling, appraising, bargain, craft (brewing, cooking), herbalism, knowledge (agriculture, heraldry, local history), literacy, riding (land-based, crodlu), survival (verdant belt).

Equipment: ring of mind shielding, steel short sword, hand crossbow, quiver of 20 bolts, obsidian dagger.

Background: Senator Turax is one of the few Tyrians who thought of Kalak as a friend, in the Athasian definition. In years of dealings, Turax could always trust Kalak to say or take exactly what was good for the sorcerer-king and Tyr. There might be political intrigue or subterfuge involved, but that was neatly buried below the surface. Although Kalak barely knew Turax existed, Turax thought fondly of his king every day.

Turax never knew his parents. They were killed in a violent exchange between templars and Veiled Alliance members when he was three. A drunken uncle took up residence and managed the estate in his family's absence. The uncle's drunken rages terrified him.

When Turax turned fifteen and could inherit the family lands he bought his uncle a cask of his favourite fermented beverage. Sometime that night, after his uncle had succumbed to the intoxicating effects of the alcohol, a mysterious fire broke out in which his uncle perished. The death was ruled an "accident" and Turax began his agrarian empire.

Appearance: Turax has been referred to as a "meorty" by his former fellow senators. While it is true that his physical appearance does resemble the ancient undead, Turax is still alive and kicking. His face and body seem to be corrupted and twisted by the same evil that racks his mind. Despite his advanced age and physical frailty, however, the iron in his voice and grip convey the power and determination inherent in this man.

Role-playing: Turax is driven by two overriding factors: an abiding lust for power and control, and a devout hatred for the Veiled Alliance, which he still holds responsible for the deaths of his parents. He wields tremendous influence in the Council and in the wheat trade in Tyr. Any Veiled Alliance characters who attract his attention will find him to be a persistent, far-reaching enemy who will stop at nothing to undo them.

By the same token, imaginative characters may be able to use Turax's hatred of and spite for the Veiled Alliance to their advantage, receiving funds and aid from the old tyrant for alleged information on the activities of the despised Alliance. In doing so, however, they may come under the scrutiny of the real Veiled Alliance, a group that takes a narrow view of those who bring trouble to its members.

Councillor Turloff

7th-Level Male Human Trader, Lawful Evil

AC 13	Str 17
Movement 12	Dex 13
hp 64	Con 16
Attack +5	Int 13
#AT 1	Wis 15
Dmg: By weapon +2	Cha 12

Proficiencies: dagger, short bow, short sword; animal handling, appraising, bargain, craft (leatherworking), etiquette, gaming, intimidation, survival (rocky badlands, sandy wastes).

Background: Tough and mean, Turloff has bullied his way through life. He was bigger and stronger than any of the other children in the craftsmen's district. Turloff always got his way with his peers, especially if it meant he got to beat someone up. Soon Turloff began to enjoy the physical and verbal conflicts that invariably followed him. Athas is a hostile place, and Turloff wouldn't change that for any price.

Turloff is one of the elected craftsmen on the Council. Other more popular craftsmen had "accidents" or were visited late at night by some of Turloff's men. He was easily elected. A born troublemaker, Turloff is largely responsible for the tension between the craftsmen and the merchants. His personal feuds with Master Sintha of the merchants' faction are well known on and off the council floor. Blockades and sabotage have deepened the rift between the two and there is no doubt in anyone's mind who is behind the problems: Turloff.

Appearance: A pudgy nose dominates Turloff's otherwise flat face. Two beady eyes lie under a thick row of bushy eyebrows. Turloff is barrel-chested and almost as wide as he is tall. But don't let his size fool you; he is fit from years of street-fighting and hauling raw materials around the craftmen's district.

Role-playing: Gruff and confrontational. Turloff uses words and fists, if need be, to force situations to his favour. If the encounter has any chance of becoming hostile, Turloff will seize the initiative and attack. Because of his position on the Council, any altercation will likely go against the PCs.

Verrasi of Minthur

5th-level Human Male Trader, Chaotic Evil

AC 12	Str 13
Movement 12	Dex 17
hp 25	Con 15
Attack +3	Int 15
#AT 1	Wis 12
Dmg: 1d8+1 (steel scimitar)	Cha 12

Proficiencies: hand crossbow, scimitar; appraising, bargain, bureaucracy, gaming, knowledge (local history), literacy, riding (land-based,crodlu).
Equipment: Steel scimitar, hand crossbow, quiver with 20 bolts.

Background: For all the good that wealth can produce, it can also produce evil. The family Minthur is the latter. Verrasi is the product of an angry father who taught his son that money is love and vice versa. As a child Verrasi saw little of his parents but on occasion received lavish gifts from his father. This was the senator's way of reassuring Verrasi that he was still family. Verrasi accepted this as the way of the world.

Now an adult, Verrasi disdains all but the most opulent and expensive things money can buy. He is literally incapable of compassion, love, or any other positive emotion. The only time he becomes emotional is when he sees that his personal coffers are running low, then a low panic sets in as his obsession for wealth overrides his ability to reason. Verrasi is most dangerous when encountered in this state of mind.

Appearance: Verrasi possesses a very athletic physique. He stands just over five feet in height and his long braided auburn hair is frequently tied in a neat topknot. In appearance Verrasi is considered a handsome young nobleman. That is until he opens his mouth, for he has inherited a tongue as sharp as a sword. His every word is as vile as jankx poison.

Role-playing: Verrasi has all of the charm of a sand storm. He is always abrasive and verbally examines the faults of the people he deals with in addition to the faults of his pathetic surroundings. Verrasi only operates from a position of advantage. Players' patience will be tested sorely in any encounters with Verrasi of Minthur.

Senator Vildeen Tyrthani

10th-level Male Human Noble*, Lawful Neutral

AC 15	Str 11
Movement 12	Dex 9
hp 24	Con 9
Attack +4	Int 13
#AT 1	Wis 14
Dmg: 1d8 (steel long sword)	Cha 17

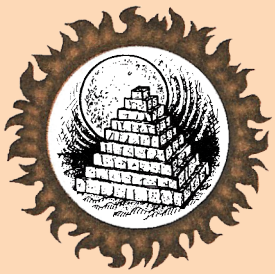
*NPC class – see page 103
Proficiencies: dagger, light crossbow, long sword, widow's knife; bargain, craft (weaving), etiquette, heat protection, knowledge (agriculture, ancient history, local history), literacy.
Equipment: cloak of smoke and fire, steel long sword, light crossbow, quiver with 20 bolts.
Psionics Summary: Power Check +1, PSPs 6, MAC 11; Wild Talent—*combat mind* (PS 12, Cost 3/1)

Background: A successful senator and landowner, Vildeen's world was turned upside down during the slave revolt. His house and senatorial career were dealt a major blow from which he is still recovering. Vildeen feels that this is a temporary setback, and is in the process of rebuilding his contacts and alliances.

Following the "liberation" of Tyr, Vildeen fought for the Senate to take control of the city. He led a group of senators who believed they were meant to rule because they were better bred, better educated, and richer than the general populace. Vildeen claimed the amount of land and wealth owned by an individual should dictate one's position in the new government. His proposals were soundly defeated. Vildeen refused to be a part of the dissolution of the Senate to make way for a new council. He left the chambers vowing that one day the masses would beg the nobility to return and run the government.

Appearance: Senator Vildeen, an older man with a shaven head, carries himself like a man filled with confidence and power. His dress is refined, but not ostentatious. He never goes into public without his favourite black and red cloak (*cloak of smoke and fire*).

Role-playing: Vildeen is mildly paranoid, especially when it concerns revolutionaries, and ex-slaves. He feels that anyone not aligned with him must be a member of an unnamed group plotting against him. He demands to be called "Senator" although the Senate is defunct.



Captain Zalcor

7th-Level Male Human Fighter, Lawful Neutral

AC 19	Str 15
Movement 12	Dex 16
hp 52	Con 16
Attack +7	Int 12
#AT 3/2	Wis 16
Dmg: 1d8+3 (steel long sword)	Cha 14

Proficiencies: Specialised in long sword; bureaucracy, craft (bowyer/fletcher, etiquette, navigation, riding (land-based,crodlu), tracking.

Equipment: bracers of defence AC 17.

Background: Zalcor has fought most of his life to protect Tyr. As a youngster, he was a member of a vigilante group that protected neighbourhood businesses and residences. A young templar from House Mericles clandestinely recruited him to report on local events. His benefactor, Tithian, later convinced Zalcor to join the guard and, with Tithian's support he rose quickly through the ranks. A section leader during the revolt, Zalcor fought to maintain order during the chaos. Fortunately, he was able to organise the other members of the city's guard and prevent extensive looting in the merchant and trade districts. For his bravery (and to maintain control over the guard) Tithian, quick to see a valued asset, wasted no time in appointing him Captain of the Tyrian Guard.

Appearance: A hawk-like nose, piercing eyes, and a heavy black moustache are Zalcor's dominant characteristics. Zalcor is of medium stature with a long neck and strong hands. He sometimes wears his city-guard uniform when off-duty because he believes that his job does not conclude at the end of the working day.

Role-playing: Zalcor feels his presence is a stabilising factor in the community torn with strife. Though a skilled warrior, he does not seek to impress others with his fighting talents. He prefers the role of diplomat and leaves combat to his accompanying guardsmen when possible.

Zalcor believes in order. With Tithian absent, he feels personally responsible for the protection of the city. He reports regularly to the Council, and to the Senior Templar as requested. Zalcor is fair in his dealings (especially with newcomers to Tyr) and does not hesitate to give advice to fools and strangers.

Chapter 7: Campaigning in Tyr

The city of Tyr provides myriad opportunities for characters to seek adventure. Each section of the city offers intrigues and conflicts unique in flavour to its own subculture. Only one thing remains constant in the city of Tyr: Fools die. The powers that be in Tyr – the Council, the templars, the Veiled Alliance, The Order, the trading houses, and others – have not attained their stature without spilling more than a little blood, and will do so again without hesitation if a group of upstart adventurers threatens their secrets or their profits. Characters must tread carefully for the challenges are great, but so too are the rewards for those who have the mettle to succeed in this turbulent setting.

The paragraphs below describe different areas the characters may explore in their quest for glory and riches. The DM should use these suggestions as guidelines, modifying and expanding them as necessary to set the tone and the style of adventure he wishes the players to experience. Tyr stands on the threshold of a new age. What awaits the characters upon passing that threshold depends on you.

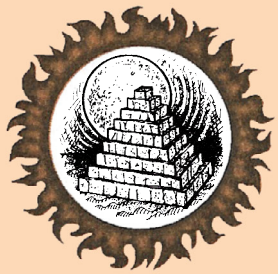
Character Kits

Before examining specific ways to involve the characters in the city's intrigues, a brief discussion regarding character kits as they apply to Tyr in particular and Athas in general is necessary. Most of the existing kits may be used with the DARK SUN world with little modification, but a few are entirely unsuitable and should be discarded.

The character kits listed in the following table should not be used within the DARK SUN setting.

Unsuitable Character Kits Table

Class	Kit Name	Reason
All	Peasant	Characters cannot expect help from strangers on Athas.
Bard	True Bard	This is the standard AD&D game bard. Athasian bards should be used instead.
	Gallant	The Gallant is better suited to a medieval European setting. The kit's pre-occupation with innocence and purity does not match well with the stark, brooding setting of Athas.
	Gypsy-Bard	The closest thing to gypsies on Athas are elves and they possess neither the rapport with nature nor the oracular powers of the traditional gypsy.
	Herald	The Athasian social structure is somewhat archaic for the Herald kit which would be better suited for a European Renaissance setting. The Draqoman kit (see **Campaign Options**) should be used instead.
	Loremaster	The Loremaster's great reliance on printed works and desire to impart his knowledge to others fly in the face of Athasian society where non-templars and non-nobles who can read or write are generally put to death.



Class	Kit Name	Reason
	Meistersinger	The whimsical nature of this kit and its predominantly quasi-magical powers preclude it from consideration for Athas.
	Skald	There are no viking civilisations on Athas.
	Dwarven Chanter	The Athasian dwarves' unique "focus" ability precludes the usefulness of this specialisation.
	Elven Minstrel	Spell-singers would be an aberration given the fear and hatred of magic on Athas. See the Element Singer in **Campaign Options** for a clerical version.
	Gnome Professor	There are no known Athasian gnomes.
	Halfling Whistler	Athasian halflings seldom tend gardens or crops. The thought of one of the little cannibals standing around whistling for rain is absurd.
Cleric	Fighting Monk	Martial-arts priests are associated with oriental milieus which are out of place on Athas.
	Pacifist	The antithesis of the DARK SUN setting, a pacifist priest would make a satisfying meal for a halfling or thri-kreen.
Fighter	Cavalier	This kit is best suited to paladins, which do not exist in DARK SUN. See the Kreel Lancer in **Campaign Options** for a variant on this kit.
	Pirate	There are no seas on Athas for pirates to sail. See the Raider in **Campaign Options** for a variant on this kit.
	Samurai	No oriental cultures exist on Athas.
	Swashbuckler	The romanticism of this kit violates the tone of the DARK SUN setting.
Thief	Assassin	If you want a thief that's good with poisons, play an Athasian bard.
	Beggar	See the Beggar kit in **Campaign Options** for an Athasian version of this kit.
	Buccaneer	See Pirate above or the Silt Rover in **Campaign Options** for a variant on this kit.
	Swashbuckler	See Swashbuckler above. Players wishing to play an acrobatic, theatrical thief character may wish to consider playing a bard.
Wizard	Academician	With the stigma attached to magic in Tyr, the only wizards who may have had the resources and dispensation for this kit might have been Kalak's defilers or a few select templars with access to the royal libraries. The defilers no longer have the protection of the sorcerer-king and the templars no longer have spellcasting abilities. Academicians may still exist somewhere.

Class	Kit Name	Reason
	Mystic	Magic is far less understood or developed on Athas than on other more magic-tolerant worlds. The struggle for survival Athas imposes on its inhabitants does not lend itself to the long hours of peaceful, relaxed introspection required for this kit. See the Esoteric Psychic in **Campaign Options** for a psionic variant on this kit
	Witch	The extraplanar nature of the witch's spells precludes this kit as Athas has very little contact with extraplanar creatures.
	Wu Jen	There are no oriental cultures on Athas. See the Hidden Mage in **Campaign Options** for a variant on this kit.

The character kits in the following table require modification for use in the DARK SUN setting.

Modifiable Character Kits Table

Class	Kit Name	Reason
All	Amazon	The Villichi could be construed as a matriarchal society. Psionic detection should be a bonus proficiency.
Bard	All	The DM should feel free to substitute Athasian weapons for any kit that calls for proficiency in weapons that don't exist on Athas.
Cleric	Nobleman Priest	The requirement for a nobleman priest to use metal armours should be ignored. Instead, their armour will utilise unusual leathers or chitins, possibly adding elaborate inlays, engravings, or dyes to the armour in order to distinguish themselves.
Fighter	Beast-Rider	The character becomes a Montare as detailed in **Campaign Options**.
	Noble Warrior	Chivalry is rare on Athas. The noble's liege could be a sorcerer-king, a trading house, or a tribal ruler. See also **Campaign Options** for an Athasian version of this kit.
Thief		None require modification.
Wizard		None require modification.

Lastly, concerning existing kits, the DM must pay careful attention to the non-weapon proficiencies used by each kit as some will need to be modified or deleted. Refer to Chapter Six of the **Dark Sun Campaign Guide** for more information on using proficiencies in the DARK SUN setting, and don't forget that there are no horses on Athas. Any entries where land-based riding (horse) or horsemanship in general are specified should be altered to reflect an appropriate DARK SUN mount.

Noble

Ability Requirements: None
Armour: All
Weapons: All

Nobles are the ruling class of Athasian society, in theory second only to the sorcerer-kings and their templars in power. In reality, many are simply landowners with little actual clout, overshadowed by the immense wealth of the merchant houses. Nevertheless, nobles still control a significant niche in Athasian life and wield their power and privilege to achieve numerous goals.

The noble class is intended for NPCs. Player characters who wish to play nobles should take one of the noble kits presented in **Campaign Options** – Noble Psionicist, Noble Dilettante, or Noble Warrior – or a modified version of the Nobleman Priest from the **Complete Priest's Handbook**. This class represents those who have dedicated their lives to leveraging their social rank – the adventurer's life leaves no room for such pursuits.

Nobles use the proficiency and saving throw progressions of rogues.

Class Abilities

Command Slave: A noble can call upon one of his own slaves to do whatever he wants. Slaves who do not do as ordered face immediate execution. A noble cannot command slaves who belong to someone else.

Education: Nobles receive excellent educations. The noble receives the listed bonus on all non-weapon proficiency checks that fall within a single chosen field. The noble can choose from either all knowledges, all crafts, all expression skills, or choose three other unrelated proficiencies.

Literacy: Nobles are taught how to read and write and, apart from templars, are the only social class for whom such a skill is not illegal in most Athasian cities. A noble receives the literacy non-weapon proficiency free of charge at 1st level. A noble never risks legal consequences for displaying their literacy openly.

Influence Reactions: When addressing a group that is not attacking (and not intending to attack in just seconds), the noble can try to alter the mood of the listeners. He can try to soften their mood or make it uglier through carefully chosen words and appealing to the listeners' respect for the noble's rank and status.

Everyone in the group listening must roll a saving throw vs. paralysation (if the crowd is large, make saving throws for groups of people using average Hit Dice). The die roll is modified by –1 for every four experience levels above second of the noble (as shown on the table overleaf). If the saving throw fails, the group's reaction can be shifted one level (see the Reactions section in the **Dungeon Master's Guide**), toward either the friendly or hostile end of the scale, at the player's option. Those who make a successful saving throw have their reaction shifted one level toward the opposite end of the scale.

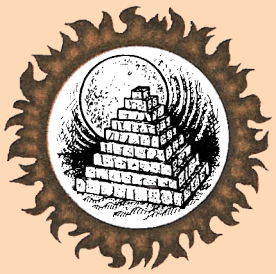
Psionic Schooling: Nobles enjoy access to the best psionic tutors. Every three levels, the noble may choose to gain 2 additional PSPs or a +1 bonus to power checks with one chosen power. After 18th level, no more tuition of this sort is available – the upper echelons of psionic power are jealously guarded by groups such as the Order.

Martial Training: Nobles enjoy training from some of the finest weapons masters on Athas. Every four levels, the noble receives a bonus weapon proficiency that can be spent however the noble chooses (apart from weapon specialisation). As nobles gain proficiencies at the same rate as rogues, this effectively means that the noble gains two weapon proficiencies every four levels.

Requisition Troops: A noble can requisition soldiers from his house starting from 4th level. He can call upon 1d4 soldiers per level – all 0-level house guards (treat as heavy infantry) – with one 1st-level sergeant. A noble can call on soldiers any time he wishes, but the soldiers cannot be ordered to leave the city without permission from the head of the noble's house. Losing excessive amounts of troops in battle will result in this ability being sharply curtailed.

Nobles Table

Experience Points	Level	Hit Dice (d6)	Attack Bonus	Abilities	Spells 1	2	3	4	5	6	7
0	1	1	+0	Command slave, education (+1), literacy	—	—	—	—	—	—	—
1,250	2	2	+0	Influence reactions	—	—	—	—	—	—	—
2,500	3	3	+1	Psionic schooling	—	—	—	—	—	—	—
5,000	4	4	+1	Martial training, requisition troops	—	—	—	—	—	—	—
10,000	5	5	+2	Education (+2)	—	—	—	—	—	—	—
20,000	6	6	+2	Influence reactions (–1), psionic schooling	—	—	—	—	—	—	—
40,000	7	7	+3	Implicate slave	—	—	—	—	—	—	—
70,000	8	8	+3	Martial training	—	—	—	—	—	—	—
110,000	9	9	+4	Psionic schooling	—	—	—	—	—	—	—
160,000	10	10	+4	Education (+3), influence reactions (–2)	—	—	—	—	—	—	—
220,000	11	10+2	+5	Implicate freeman	—	—	—	—	—	—	—
440,000	12	10+4	+5	Martial training, psionic schooling	—	—	—	—	—	—	—
660,000	13	10+6	+6	Requisition funds	—	—	—	—	—	—	—
880,000	14	10+8	+6	Influence reactions (–3)	—	—	—	—	—	—	—
1,100,000	15	10+10	+7	Education (+4), psionic schooling	—	—	—	—	—	—	—
1,320,000	16	10+12	+7	Martial training	—	—	—	—	—	—	—
1,540,000	17	10+14	+8	Implicate noble	—	—	—	—	—	—	—
1,760,000	18	10+16	+8	Influence reactions (–4), psionic schooling	—	—	—	—	—	—	—
1,980,000	19	10+18	+9	Request pardon	—	—	—	—	—	—	—
2,200,000	20	10+20	+9	Education (+5), martial training	—	—	—	—	—	—	—
2,420,000	21	10+22	+9	Arcane schooling, seneschal, troops	2	1	—	—	—	—	—
2,640,000	22	10+24	+9	Influence reactions (–5)	3	2	1	—	—	—	—
2,860,000	23	10+26	+9	Troops	4	3	2	1	—	—	—
3,080,000	24	10+28	+9	Eminence	4	4	2	2	—	—	—
3,300,000	25	10+30	+9	Troops	5	4	3	2	1	—	—
3,520,000	26	10+32	+9	Influence reactions (–6)	5	5	4	3	2	—	—
3,740,000	27	10+34	+9	Troops	5	5	5	4	3	1	—
3,960,000	28	10+36	+9	Perfect morale	5	5	5	5	4	2	—
4,180,000	29	10+38	+9	Troops	6	6	5	5	5	3	1
4,300,000	30	10+40	+9	Influence reactions (–7)	6	6	6	6	5	4	2



Implicate Slave: From 7th level, a noble can implicate any slave in any wrongdoing or crime he chooses at any time, reporting them to city guards or templars. Any slave so implicated will be subject to arrest, scrutiny, and possible judgement by the guards or templar.

Implicate Freeman: A noble can implicate any freeman in any crime or wrongdoing from 11th level, reporting him to the city guard or templars. Regardless of evidence, the freeman will be arrested and imprisoned until such time as judgement is rendered against him. Nobles often make use of the bureaucracy non-weapon proficiency to prolong the amount of time that their victims remain imprisoned while awaiting judgement.

Requisition Funds: A noble can draw on his house's coffers when he reaches 13th level. The number of gold pieces he can draw from the house vaults is equal to the roll of a number of 10-sided dice equal to the noble's level, multiplied by his level, per month. For example, a 13th-level noble would roll 13d10, then multiply the result by 13. Few questions are asked when gold is requisitioned, provided no attempt is made to withdraw funds more often than once per month.

Implicate Noble: At 17th level, a noble can implicate another noble in any crime he chooses. Similar to the ability to implicate freemen, this permits the character to take action against other noble houses, having their members imprisoned until judgement is passed.

Request Pardon: At 19th level, a noble can request a pardon for any character, having them freed from imprisonment or their sentence nullified. Only a templar of 17th level or higher can grant such pardons, as per the templar class ability. There is no guarantee that the templar will grant the request, but the DM may allow bribes, uses of the bureaucracy, etiquette, or fast talk non-weapon proficiencies, or even a Charisma check to influence the templar's decision in this regard.

Arcane Schooling: The most powerful nobles gain access to the teachings of the Veiled Alliance, arcanamachs, or other powerful spellcasters. This grants the noble the ability to cast spells from one school of magic when they attain 21st level. They are essentially wizards, with the usual restrictions for spell books and preparation. Nobles have no weapon or armour restriction, are not specialist mages, do not gain specialist advantages, and are not subject to specialist minimum ability scores requirements.

All spellcasting rules that apply to wizards also apply to nobles. They use components, prepare new spells out of their own spell books, and so on. Noble spellcasters begin as preservers but can defile as any other wizard, with the standard effects and consequences.

Seneschal: At 21st level, the noble gains a powerful individual aide. The aide must have been impressed by the noble's accomplishments before he attained his new level. The DM determines the exact follower. Some examples include: a high-level thief, bard, or fighter; a tarek champion; or a wayward tohr-kreen. If necessary, use the Ranger's Followers table to determine the seneschal.

Troops: When the noble reaches the heights of power and privilege, warriors eager to serve in a great house will seek him out. These troops will remain loyal to the noble for as long as they are not mistreated and there is honour and glory to be won. They do not require payment; the prestige of serving a great house is sufficient reward.

Troops are always gained in groups of 10 individuals called a stand. All 10 are of the same race and experience level with the same equipment. A unit consists of some number (usually 2–20) of identical stands.

Once a noble reaches 21st level, he attracts his first unit of troops. This first unit will always be made up of warriors of the same race and background as the noble. The first unit consists of 1d10+2 stands (30–120 individuals). Roll 1d2+1 to determine the unit's level.

Every two levels beyond 21st, he will attract another unit of troops. These subsequent troops, though, may be of very different backgrounds than the noble himself.

A noble cannot avoid attracting troops. The fame of his achievements will draw the attention of warriors who seek to share in the accomplishments of his house.

Noble Troops

Noble's Level	Stands Attracted	Stands' Level	Special*
23	1d10+4	1d3+1	5%
25	1d12	1d3+2	10%
27	1d12+2	1d4+1	15%
29	1d12+4	1d4+2	20%

* Chance that the unit is unusual in nature. Examples include kank cavalry, thri-kreen, elves, aarakocra, or human fighters of exceptional equipment or morale. The DM decides all special characteristics.

Eminence: From 24th level, the noble exudes an aura of command and confidence. He receives a –4 encounter reaction bonus when acting in a friendly manner. If the noble behaves in a threatening manner, his eminence can strike fear into those who hear his words. Creatures of less than 4 Hit Dice flee until the noble is no longer in sight. More powerful creatures are allowed a saving throw vs. spell to negate the fear. The ability works against all types of creatures – even those normally immune to fear attacks, such as undead. A *cloak of bravery* or *remove fear* spell breaks the effect. Once a creature has resisted the fear effect, it is not subject to fear effects from the same noble for the rest of the day.

Creatures within 30 feet of an opposing character using the eminence ability are not subject to the fear effect if the opposing character's level is equal to or higher than the noble using the fear effect.

Perfect Morale: From 28th level, the noble's followers, henchmen, and hirelings become fanatically loyal to the noble and never fail a morale check. Their morale is treated as 20 at all times.

Character Interaction

For the politically minded, the reformation of Tyr's government can be the backdrop for many adventures. For example, the city is without its king, Tithian. What is the purpose of his mission? Who will vie for the throne in his absence? Likely candidates include powerful merchant princes wanting control of the iron mine, nobles contemptuous of the "free" society of Tyr, ambitious templars seeking to repeat Tithian's feat, or maybe the Veiled Alliance hoping to establish Tyr as a bastion for preservers.

What of external forces? Tyr's warlike rival Urik has already marched on Tyr once and might do so again. Other city-states no doubt have agents in Tyr working to advance their own interests. Councilmen and templars could become pawns to foreign interests through blackmail, bribery, or magical control. The assortment of political plots available runs the gamut from espionage and subterfuge to all-out warfare in desperate defence of the city-state.

Another fertile source for adventures lies in trade and commerce. Trading houses with far-reaching interests battle for dominance in Tyr. Characters could become involved with one or more major houses as employees or caravan guards. They could be hired to raid a rival house's caravan or to infiltrate and gain information that could mean their lives. They could take up with a struggling, smaller house, competing with trading giants that would be delighted to crush the fledgling business. The characters may want to go into business for themselves, but soon will learn that the cut-throat life of traders is not for the weak of heart Spell components are no longer contraband, but slaves are. The adventurers may pursue a campaign to end the slave smugglers' operation or one of their own may fall prey to the slavers, requiring a rescue. The trader's path can lead to quick riches or quick deaths.

For those with more personal objectives, consider the opportunity for characters of any class to ply their trade. Warriors can seek fame and glory in the arena. Large sums are often wagered on the outcome of such contests. A fighter could run afoul of powerful personages, however, if the combatant doesn't win or lose as expected. Other possible professions for a warrior class character include bodyguard, bounty hunter, or caravan outrider.

Rogues will find ample outlets for their abilities in the Elven Market or the busy Caravan Way. For those who prefer second-storey work, the Nobles' Quarter present the allure of opulence that's hard to resist. Other roles the character might fill could be scout, spy, smuggler, fence, or independent trader.

Priests will discover that their talents are in great demand. Earth priests are used extensively by farming and mining interests, by thieving operations that value the priest's ability to manipulate stone, and by raiders wishing to disable caravans. Fire priests make excellent security operatives, whether to provide safeguards or extra firepower (no pun intended). Water priests command very high premiums among trading caravans and sometimes receive commissions from the government. Air priests, like fire priests, can add offensive punch to mundane forces and are employed by trading houses for just that purpose.

Preserver mages must deal with the deep-seeded mistrust and hatred of wizards that still pervades the general populace. Trading houses may offer them employment as spies or hired guns. Characters interested in receiving training may seek out the Veiled Alliance. Intrigues and mysterious encounters are the order of the day with the Veiled Ones. Characters may hunt down or be hunted by defilers intent on furthering their own power.

Psionicists might encounter the Order. As trusted allies or hated enemies, members of the Order are a force to be reckoned with. As is the case with wizards, psionicists may find diverse opportunities for employment and adventure depending on the nature of their talents.

Tyr also can be used as a base to embark on adventures throughout the region. Whether characters wish to trade, explore ancient ruins and exotic places, or launch strikes against raiders or caravans in the deserts between cities, Tyr can provide them with everything they need, although inflation and shortages may come into play on occasion.

Adventure Suggestions

Each DM will want to customise Tyr to suit her own tastes and campaign balance. As a starting point, though, a sampling of adventure hooks are presented in detail here:

Adventure One — The Faro Blossom

To pluck the faro blossom, one must mind the thorns.
Old Tyrian proverb

A templar (a member of the security branch) approaches the characters with an offer of employment. It seems that a former faithful servant of the templars' family travelled to Balic, taking advantage of her newly found freedom. Unfortunately, she was arrested for allegedly burglarising the estate of a patrician (a Balic nobleman). To gain recompense, the noble sold the individual back into slavery. A family member recognised her camped with the House Wavir slaves outside the city. The slave's family has begged to secure her release. The templar points out that he cannot demand her return, since templars have little authority outside the city's walls; and to approach House Wavir with an offer to buy a specific slave could arouse suspicion, and drive the price beyond his means. The templar will offer a few pieces of silver, future favours, or amnesty for a character's past misdeeds if they will deliver the slave unharmed.

The templar states he cares not how the slave is liberated, just that it is done so in two days (before the caravan departs). He also states that he will be very displeased should the PCs fail. He then provides an identifying description of the slave. She has long jet black hair on one side of her head and is clean shaven the other. She also bears bright orange tattoos from her wrists to her shoulders and ankles to her waist.

In truth, the slave is a templar spy who was working in Balic. She was caught attempting to steal valuable information concerning spies and counter-spies in Tyr. Although unable to steal the documents, she was able to read them before she was apprehended. Mistaking her for a common thief, the Balic nobleman had her sold into slavery. Now, spotted outside the city, her return is imperative. The characters are needed, therefore, to extract her from the caravan and get her safely into the city while not connecting her to the templars. The templars cannot offer any assistance. They can't even officially admit knowledge of the characters' activities.

If captured, the characters could be enslaved by House Wavir or killed.

Faro Blossom, slave (alias T'jora Makos, templar spy); 4th-level Female Human Bard: AL NE; AC 12; MV 12; HD 4; hp 19; Attack +2; #AT 1; Dmg 1d2+1 or by weapon +1; SZ M (5'8"); ML 15; Str 13; Dex 16; Con 15; Int 15; Wis 13; Cha 12.

Adventure Two — Night Madness

Someone or something is preying on people in the Warrens. It feeds on the psyches of its victims, reducing them to mindless, drooling idiots. Rumours whisper of Kalak's ghost, seeking to remain anchored in the land of the living by siphoning the thoughts and memories of the living around him.

Some say that it's one of Kalak's outcast defilers trying to elevate himself to sorcerer-king. Others claim that the evil results from a curse or rare psionic disease that foreigners have spread to Tyr. A few even blame Tithian and the Council who, they say, have enlisted the Veiled Alliance to punish the Warrens' citizens for the gang violence and crime that has become an annoyance to the rich merchants and nobles who hold the true power in Tyr.

Whatever the cause, the Council and several local businesses and families have put up a bounty of 10 sp for anyone who ends the terror. The fiend must be turned over to the Council, dead or alive, after which a two-week observation period will occur to ensure the attacks have truly ceased. Once this is done, the bounty shall be paid in full. There are few clues to assist any would-be hunters. The attacks have taken place only at night, every night, for the last two weeks. Usually two to six victims have been found each time. The victims haven't had anything in common except their presence in the Warrens. Ex-slaves, artisans, visitors, even a templar have been victims.

The creature(s) doesn't always drive its victim to idiocy. A few victims have merely suffered a loss of memory and, it would seem, reasoning ability such that they seem childlike when spoken to. One such victim, a young nobleman named Wistin, had a bit too much sap wine at the Red Kank and passed out in the square outside. His friends came out just moments later to find him shaking and screaming from a nightmare and claiming some "little man" touched him. Weapons drawn, the men spread out to find and combat the assailant. They heard a scuffling of feet and glimpsed a small form running through a nearby alley, but could neither catch nor identify the creature. Upon returning to Wistin, they found that he had the mind of a child. He was sobbing and said that he was afraid of the dark, and wanted to go home.

The monster responsible for these attacks is a t'chowb (see **DSMC3** for information on unique powers).

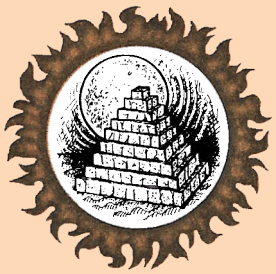
T'Chowb: AL NE; AC 17; MV 12 or 36; HD 2; hp 13; Attack +2; #AT 1; Dmg by weapon; SA Intelligence Drain; SD Psionics; MR Nil; SZ T (1'); ML 14; XP 270, DSMC3/336;

Psionics (+2, PSPs 45, MAC 15): *daydream, displacement, ego whip, enhanced speed*, ESP, heightened senses, intellect fortress, invisibility, mind drain*, mindlink.*

*Unique power.

Adventure Three — Dead Man's Dagger

The characters encounter an unsavoury half-elf, perhaps in the sandy wastes northwest of Tyr or in one of the city's shadier winehouses (DM's choice). His name is Mirch, and he's looking for talented adventurers who can keep their mouths shut to assist him in a "salvage" mission.



Mirch explains that, until quite recently, he was part of a moderately successful band of raiders. They had gotten wind of an exploratory run being made by House Inika. Inika, it seemed, had contacted a renegade halfling tribe and arranged a trade: Tyrian steel for gems, esperweed, and rare spices. The raiders attacked the caravan in the badlands outside of Tyr. Both sides took heavy casualties before the merchants escaped. Mirch and the few survivors tracked the caravan and caught up to it a day later. The merchants had run afoul of a so-ut. The Inikans had fought well and died. The so-ut was sorely wounded. Mirch says that his men attacked and finished off the monster. Only two men, Mirch and one other survived, and Mirch alone made it back to Tyr. Now, Mirch wants to return for the score of steel short swords and a like number of daggers that made up the caravan's cargo. He can't carry it all himself and is not so foolish as to risk a solo journey. Mirch will unwrap one such blade from a bloodied tunic as proof. He will demand half the swords and daggers as his share. The party can split the rest.

If the party accepts Mirch's offer, they will face the unforgiving Athasian wilderness, a vicious monster, and treachery. The so-ut is still alive and nursing its wounds. It is using the destroyed caravan as a nest until fully healed. The DM need not worry concerning the characters' ability to come into so much wealth, as the so-ut has already destroyed most of the cache leaving only two swords and three steel daggers undamaged. If found, (50% chance per weapon) the broken pieces of steel will still fetch a handsome price at market Even if the characters successfully retrieve the blades, they'll have to be extremely careful using or selling their treasures to avoid retribution from House Inika; all the blades are clearly marked as Inika property. The players should learn that "the having" is often as difficult as "the taking".

Mirch: 7th-level Male Half-elf Fighter: AL CN; AC 12; MV 12; HD 7; hp 60; Attack +7; #AT 3/2; Dmg 1d8+3 (bone long sword); SZ M (6'7"); ML 10; Str 16; Dex 16; Con 16; Int 12; Wis 15; Cha 13.

So-ut: AL CE; AC 24; MV 18 (currently 15 due to injuries); HD 14+2; hp 89 (currently 57 due to injuries); Attack +14; #AT 2 or 1; Dmg 2d6/2d6 + special or 3d6; SA Fear, acidic poison, armour bite; SD 1/2 damage from non-metal weapons, immune to psionics; MR 25%; SZ H (14'); ML 19; XP 10,000; DSMC3/315.

Adventure Four — In Need of Training

Warrior PC(s) may be hired to go to the training area by a noble or wealthy merchant for one or more of the following reasons: 1) the merchant may have heard a gladiator plans to throw his next match, and has asked the PCs to substantiate the rumour; 2) the merchant has bet a substantial amount of money on a gladiator, and is worried about foul play before the match; 3) the merchant wants a gladiator to throw a match, and has sent the PCs to bribe or otherwise convince the gladiator to do so; 4) a series of "accidents" could have befallen some up-and-coming gladiators, and the PCs are sent to investigate.

Twenty or more gladiators of various levels will be in training at the training centre on any given day. Any warrior in need of training will certainly find it here. Any character who flaunts his money or a steel weapon may find himself privy to a private tutoring session, during which he is beaten to within an inch of his life. The unscrupulous gladiator may then demand a weapon or a substantial amount of money to spare the life of the character in training. Use the above mentioned adventure hooks as your campaign warrants.

Adventure Five — The Long Ride

The characters come upon or learn of a herd of wild erdlus in the rocky badlands north of Tyr. The 15 animals are not particularly swift and can be herded by five or six riders. If the characters can get the birds back to Tyr, they can sell them for a tidy profit (5–10 sp apiece).

Of course, it's not that simple. Possession of the wild erdlu herd is currently the reason for war between two rival cliques of b'rohg. Each clique claims sole possession of the birds. The b'rohg will cease their squabble upon the arrival of the characters and combine efforts to drive the interlopers away. If the six to eight b'rohgs do not provide a significant challenge to the characters, a low-ranging pride of tigones with a taste for fowl should attack the herd the following night. At any rate, the erdlu drive should prove challenging to the most dauntless characters.

B'rohg (6 to 8): AL N; AC 13; MV 15; HD 5+3; hp 19, 25, 28, 28, 29, 30; Attack +6; #AT 4; Dmg 1d8+10 (4 fists); SA multiple attacks; MR nil; SZ H (15'); ML 10; XP 650; DSMC3/48.

Adventure Six — Dinner Guests

The characters discover a series of mutilated corpses during their travels within the city. A individual known to the PCs (a templar, local shopkeeper or, more likely, a noble) is concerned with the number of corpses that have recently appeared in Tyr. Upon examination, the locals will attribute the deaths to a band of renegade halflings or a thri-kreen dinner-raiding party. A day into the investigation the PCs should discover a dead victim clutching a small bell in his hand. Evidence that a clan of belgoi has surfaced!

Belgoi were used as slaves by Kalak during the building of the ziggurat. A dozen were accidentally released with the other slaves following Kalak's death. Four have been killed and another three have fled the city. The presence of the remaining five represents a real and present threat to the citizens of Tyr. Their insatiable desire to feast on living creatures makes them second only to defilers in the destruction they may cause.

The remaining five belgoi have taken up residence in the abandoned ziggurat. They hide in the tunnels and the large central room. They venture forth into the city late at night when most folk sleep. They have had particularly good hunting in the Warrens and feast there more often than not.

Belgoi (1 to 5): AL LE; AC 13; MV 12; HD 5; hp 18, 19, 22, 23, 25; Attack +5; #AT 2; Dmg 1d4+2; SA constitution drain, psionics; SD nil; MR nil; SZ M (6'); ML 10; XP 650; DSMC3/39.

Psionics (+5, PSPs 35, MAC 13): *attraction, domination, ego whip, mind blank, psionic blast.*

Adventure Seven — A Night in Traders' Way

The section of UnderTyr known as Night Traders Way has been a black market store for years. Migena, a tradesperson, recently reopened her business and wishes to hire the PCs to "clean out" an area of the underground so that trade goods can be stored. The area once held slaves, she says, but no longer. The storage cavern seems inhabited by someone or something. No one will talk about the undercellar, and none of her workers will venture there to store goods until the problem is solved.

Upon investigation, the PCs will find the area sealed from the outside, keeping whatever resides in the cavern trapped there. Not long ago, a group of slaves were hidden in the undercellar away from Kalak's ziggurat press gangs. Soon after, Migena's business was seized (a high-ranking templar owned a similar business and this tradesperson was hurting the templar's profits) and closed.

All of the slaves trapped in the undercellar slowly perished. Three became revenants, desiring only the death of the merchant who sealed their fate. They will attack the characters only en route to slay Migena.

Migena: 5th-level Female Human Trader; AL LE; AC 10; MV 12; HD 5; hp 22; Attack +3; #AT 1; Dmg by weapon; SZ M (5'7"); ML 10; Str 14; Dex 12; Con 13; Int 16; Wis 12; Cha 10.

Revenant (3): AL N; AC 10; MV 9; HD 8; hp 27 35, 42; Attack +8 (base); #AT 1; Dmg 2d8; SA paralysation; SD severed parts act independently, immune to acid and gas, regenerates 3 hp per round; MR nil; SZ M (5'–6'); ML 18; XP 4,000; as with all undead in Athas, each revenant has a unique personality based on who they were in life; they are listed below:

1) Alie Melco – 3rd-level Female Half-elf Gladiator AL N; AC 11; MV 12; HD 3; hp 25; Attack +5; #AT 1; Dmg by weapon +4; SZ M (6'); ML 10; Str 16; Dex 13; Con 16; Int 13; Wis 9; Cha 11. Recently purchased and removed from arena combat, hated Migena as much in life as death.

2) Quay of the Harp – 5th-level Male Human Bard; AL CE; AC 12; MV 12; HD 5; hp 21; Attack +2; #AT 1; Dmg by weapon; SZ M (5'10"); ML 10; Str 12; Dex 17; Con 10; Int 15; Wis 10; Cha 15. Quay was one of Migena's former lovers. She stole one of his many poisons and used it on him. He spent every final moment plotting revenge.

3) Iamb – Male Mul Slave: AL N; AC 10; MV 12; HD 1; hp 4; Attack +2; #AT 1; Dmg by weapon +2; SZ M (5'1"); ML 10; Str 17; Dex 10; Con 16; Int 10; Wis 8; Cha 10. Migena had promised him a chance to become a gladiator. She lied.

Adventure Eight — Now You See It... Now You Don't!

C'hel, a vendor in the Elven Market offers a proposition to the player characters. If they will "obtain" a special item for him he will, in return, offer them a minor magical item.

To earn this item the PCs must catch a small caravan that is leaving town as they speak The caravan has a small cache of a particularly valuable smoker's weed. C'hel claims to have a client who will pay dearly for the vines. The weed is in fact esperweed. C'hel will say that he has had bad dealings in the past and the caravan master would not trade with him. C'hel will show one member of the party the magical item in the privacy of the trading stall.

The magical item C'hel offers is a *ring of invisibility*. It is flawed, but works. There is a visible crack in the ring and C'hel will explain the ring was damaged in a battle (true) and still works (true, in a way). C'hel will reveal the following: 1) the ring only works once a day (false), 2) the ring does not always work (true), 3) the ring wearer must be alone, hidden from view of all prying eyes for the ring to work (false). Even with its faults, C'hel assures the characters that the ring is very magical (true) and powerful (possibly true).

The ring is actually a *ring of delusion*. C'hel has prepared two *invisibility* spells to help this con work. He will cast the spell on the unsuspecting player character, using the spell concealment non-weapon proficiency while pretending to teach her the command phrase to activate the ring.

If the player characters are successful at recovering the case containing the 10 pounds of esperweed, C'hel will gladly give them the ring. He then closes the shop under the pretence of delivering the smoking weed to the supposed client. C'hel will sell the weed for a handsome profit and "disappear" for a month or so.

C'hel: 5th/4th-level Male Elf Trader/Preserver Mage: AL CN; AC 12; MV 12; HD 5; hp 21; Attack +3; #AT 1; Dmg by weapon +1 or spell; SZ M (6'5"); ML 12; Str 14; Dex 17; Con 15; Int 15;Wis 12; Cha 15.

Please consult the **Dune Trader** supplement for complete statistics on trading caravans.

Adventure Nine — Giant Games

When visiting one of the taverns along Shadow Square, the PCs are tended an interesting offer. A burly mul warrior approaches the party and inquires if they would like to earn a few coins. He leads them to a table where a blind half-giant sits drinking broy. Following introductions, the mul departs, and Gigus, the blind half-giant, explains. He wishes to visit a half-giant meeting place known as the Al-loc. Gigus says that his brother and possibly other family members were planning to meet there.

Al-loc is located amidst the boulder fields to the north. He is willing to pay the party a handful of silver for the trip. He wishes to leave in the morning as it is a three- or four-day trip. He will give each PC a silver coin in the morning with the remainder paid upon the group's return to Tyr. If questioned about the mul warrior, he will explain that he is an old friend who could not make the trip due to other business. (If the PCs have not encountered Rikus previously, he could be used as a NPC in this situation. The PCs will only discover the identity of the famous gladiator once they are en route.)

Gigus is a blind fighter gladiator (see **Dark Sun Campaign Options**). Al-loc is a site for private gladiatorial challenges between half-giants. They seldom fight to the death, as the games are for sparring and sport. Gigus has been trying unsuccessfully to find a group of gladiators or warriors to accompany him. The fistful of silver is part of the prize money he hopes to win, both the purse and by betting on himself. He will attempt to coerce the PCs into the gladiatorial games once they arrive in his village. There will be eight other half-giant gladiatorial combatants at the village awaiting Gigus' arrival.

Feel free to use the encounter tables located at the end of this supplement to add dangerous spice to the journey. Try not to injure the player characters badly enough to prevent their participation in the gladiatorial games.

Gigus: 10th-level Male Half-giant Blind Fighter Gladiator; AL L?; AC 10; MV 15; HD 10; hp 166; Attack +12; #AT 3/2; Dmg 1d6+6 (weighted pike); SZ H (14'); ML 12; Str 19; Dex 11; Con 19; Int 10; Wis 13; Cha 14.

Gigus will not fight any of the PCs who deliver him to Al-loc. He will attempt to prevent their deaths in any gladiatorial match, but is not responsible for their actions.

Adventure Ten — Stranger Things/ Monsters Among Us

Strange creatures, alien to Athas, have appeared in Tyr on several occasions in the last few weeks. No one seems to know from whence they came or how they got to Tyr.

One such creature appeared as a floating sphere with a large central eye and several smaller eyes thrust out from the body on stalks of some sort. Its seemed to cast spells through its eyes. The creature floated through the city wreaking havoc on any who crossed its path. It even turned a templar to stone! The monster left the city in the direction of the Ringing Mountains. Another night, a winged woman appeared at the elven bridge. When a group of men from the market attempted to attack the fiend, she fixed her gaze upon one of their number, a half-giant, and ordered him to defend her. To the surprise of everyone, the half-giant turned on his fellows and slew each in turn! She then called him to her, wrapped a glowing rope about him, and vanished in a sulphurous blast of fire and smoke, never to be seen again.

Many now hunt the monsters, some to rid the city of the creatures, others to capture them for the arena. Will you be among them?

These appearances have occurred because someone, maybe Thanik, is using the *summon planar creature* psionic power, (followed by a hasty *teleport*). Using *retrospection* or interrogation of one of the invading monsters, if one can be caught, will reveal the appearance of the culprit to the characters. It is then up to them to find the evildoer and bring him to justice. The Council, merchants, and nobles will be most grateful to whomever ends the terror. It is up to the DM as to what form the characters' reward may take.

Last Words

Encourage players to develop their characters' lives outside their adventuring. This will help them to assimilate into the city and provide adventure hooks for the DM. In the pages you've just read is the foundation of a vibrant, evolving city, one that will challenge and reward resourceful players. Now it's your turn. Add new NPCs. Define the shadowy corners of Tyr in finer detail. Take it. Use it. Make it your own.

Encounter Tables for the Tyr Region

Noble Estates Table

Roll 1d20	Creature
1	Snake, poisonous, 1–6
2	Rats, 4–20 (10% chance of giant rats)
3	Noble party, 3–10 in party*
4–5	Spider, giant, 1–8
6	Workers, 1–20*
7	Lizard, giant, 1–2
8	Hornet, 1
9	Mercenaries, 6–9*
10	Genie, jann, 1*
11	Bhaergala, 1*
12	Spotted lion, 1
13	Bat, large, 3–18
14	Traders, 1–10*
15	Inix, 1–4
16	Dragonfly, giant, 1–4
17	Sand cactus, 1
18	Sand cactus, 1
19	Orpsu, 4–12
20	Yuan-ti, 1–4

* Indicates possible psionic wild power.

Table Key

Cistern Fiends will only be encountered singly, and then only in a well or fountain.

Jann will often be encountered posing as some other type of creature or man. It may try to trick or test the characters in some way.

Mercenaries patrol the noble grounds. A typical patrol will consist of 1d4+4 warriors of 2nd–4th level led by a 6th–8th level warrior.

Noble Party will consist of a nobleman/woman with 1d4+1 bodyguards (ex-gladiators of 5th–8th level) and 1d6–1 others (guests, servants, etc).

Orpsu will only be encountered at night.

Traders consist of an individual or small group visiting the noble on business or as a guest(s).

Workers will generally be 1st–3rd-level fighters and thieves.

Yuan-ti groups will usually be comprised of purebloods and halfbreeds trying to pass themselves off as human.

Farmlands Table

Roll 1d20	Creature
1	Traders, 1–20*
2	Scorpion, huge, 1–3
3	Elves/gith, 10–40*
4	Jankx (animal, herd), 1–100
5	Guard patrol, 10–15*
6	Ankheg, 1
7	Farmers, 1–5*
8	Stag beetle, 1
9	Megalocentipede, 1
10	Sandling, 1
11	Pernicon, 2–12
12	Rat, giant, 2–12
13	Sand cactus, 1
14	Thri-kreen, 5–20*
15	Centipede, giant, 1–12
16	Spider, large, 1–4
17	Zhackal, 2–12*
18	Anakore, 2–12*
19	Erdlu, 5–20*
20	Beetle, agony, 1–4*

* Indicates possible psionic wild power.

Table Key

Elves/Gith parties may be journeying to Tyr to raid (elves 20%/gith 80%) or trade (elves 80%/gith 20%).

Farmers will be suspicious of strangers and may order them off their land.

Guard Patrols consist of 10 2nd–3rd level warriors led by a 4th–6th level templar. There is a 10% chance that a psionicist or cleric will be in accompaniment (4th–6th level).

Jankx Herds will usually have a lair nearby.

Thri-Kreen, like elves, may be raiding (30%) or trading (70%).

Traders will generally be passing through on their way to the city.

Scrub Plain Table

Roll 1d20	Creature
1	Bulette, 1
2	Pseudodragon, 1*
3	Jaguar, 1
4	Herdsman, 1–8*
5	Beetle, boring, 1
6	Bandits, 5–20*
7	Ettercap, 1–2*
8	Druid, 1*
9	Pulp bee, 1–4
10	Belgoi, 1–10*
11	Spider cactus, 1
12	Cha'thrang, 1–3
13	Jozhal, 4–8*
14	Kank, wild, 50–200
15	Behir, 1*
16	Elves/gith, 10–40*
17	Ant lion, giant, 1
18	Hunters, 2–5*
19	Spider, huge, 1–4
20	Dragonne, 1*

* Indicates possible psionic wild power.

Table Key

Bandits may pretend to be traders or other travellers to avoid fighting an obviously powerful party or to get closer for the kill.

Belgoi will attempt to draw stragglers or sentries away from the party with their psionic powers.

The **druid** likely will not reveal her presence unless the characters do something destructive to the scrub plain. If that happens, the druid will stalk the characters until an opportunity presents itself to attack with effect.

Elves/Gith parties may be journeying to Tyr to raid (elves 20%/gith 60%) or trade (elves 60%/gith 20%) or may simply be herding or gathering food (20% chance).

Herdsmen distrust everyone and may attack if they or their herds are threatened.

Hunters may speak with the characters, seeking and offering information about the surrounding area. They will be protective of any captures/kills they've made, but may sell game to characters.

Jozhal families will try to steal any magical items detected on characters, but will otherwise avoid contact.

Mine Road and Hills Table

Roll 1d20	Creature
1	Cave-in/landslide, 1
2	Patrol, 10–20*
3	Crystal spider, 1*
4	Rhaumbusun, 1–4
5	Escaped convict(s), 1–10*
6	Cave fisher, 1
7	Genie, dao, 1*
8	Braxat, 1–2*
9	Tagster, 1*
10	Id fiend, 1–2*
11	Hej-kin, 4–16*
12	Flailer, 1*
13	B'rohg, 1–12
14	Chitine, 10–60*
15	Hendar, 1
16	Lizard, minotaur, 1–2
17	Silk wyrm, 1*
18	Aarakocra, 1–10
19	Bat, giant, 1–4
20	Brambleweed, 1

* Indicates possible psionic wild power

Table Key

Aarakocra avoid contact, but may be coaxed with coins or gems to act as guides or information sources.

Braxat will attack any party that does not appear to have metal weapons.

B'rohg cliques wander the mountain areas. They may be angered by displays of magic.

Cave-In/Landslide varies depending on location. In the mine tunnels and caves a cave-in occurs. Outdoors, a landslide is appropriate. Characters must roll Dex –5 or less to avoid the falling rock, otherwise they suffer 8d4 hit points of damage and have a 50% chance of being cut off from the tunnel/trail exit.

Chitine dwell in the caves that dot the hills around Tyr. Their lairs are always heavily trapped.

Crystal Spiders use narrow ravines and crevices to construct their webs.

Dao will attempt to destroy weak parties for their own amusement. They may try to trick or extort stronger groups.

Escaped Convict(s) will use whatever weapons are at hand, but will not attack unless the odds favour them.

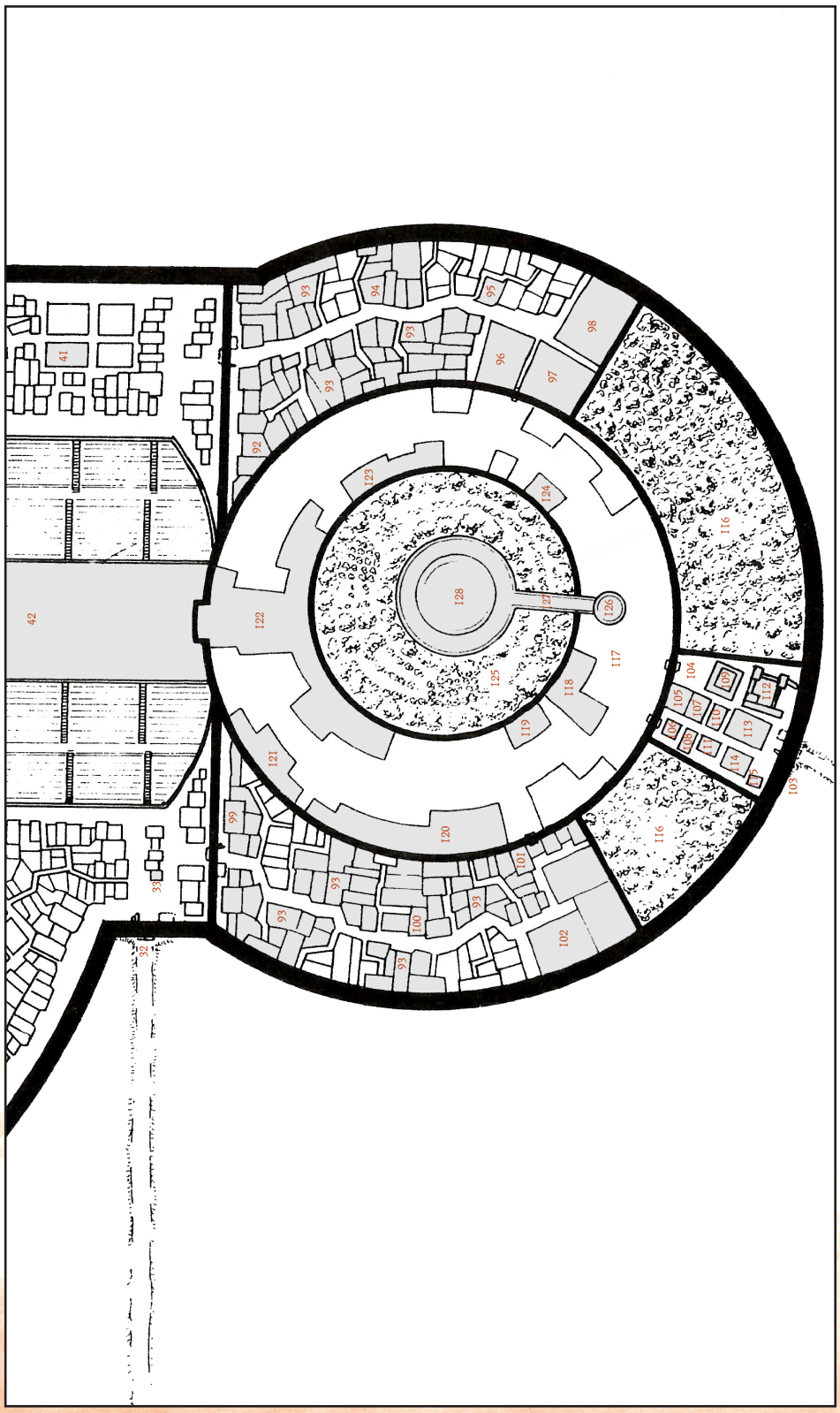
Hej-kin will be found in caverns outside of the mine. They despise the miners and use their phasing ability to mount raids in the mines.

Patrols consist of 10–20 warriors of 4th–6th level led by an 8th–10th-level fighter.

Tyrian Trade Goods Cost Table

Trade Goods	Base Cost	Tyr Cost
Ale	2 bits/gal	4 bits/gal
Armor		
Non-metal	Varies	+10%
Metal	Varies	-10%
Beer	5 bits/gal	6 bits/gal
Candy	1 bit/lb	4 bits/lb
Ceramics	1 sp/100 pcs	8 cp/100 pcs
Chitin	4 sp/lb	3 sp/lb
Cinnabar	1 sp/oz	15 cp/oz
Cloth (10 sq. yds.)		
Common	7 bits	5 bits
Fine	5 cp	4 cp
Rich	1 sp	1 sp
Crodlu		
Riding	10 sp	13 sp
War	20 sp	25 sp
Erdlu	10 cp	13 cp
Fruit	2 bits/lb	4 bits/lb
Hardwood	10 sp/lb	8 sp/lb
Herbs	3 bits/lb	5 bits/lb
Incense	20 cp/oz	17 cp/oz
Inix	10 sp ea	12 sp ea
Ink	8 cp/oz	10 cp/oz
Iron	10 sp/lb	15 sp/lb
Kanks		
Trained	12 sp each	14 sp each
Untrained	5 sp each	7 sp each
Kank Nectar	10 cp/lb	12 cp/lb
Leather	5 cp/sq. yd.	6 cp/sq. yd.
Mirrors	10 cp ea	7 cp ea

Trade Goods	Base Cost	Tyr Cost
Musical Instruments		
Flute, bone	2 cp each	1 cp each
Small drum	3 cp each	2 cp each
Rattle	1 cp each	4 bits each
Obsidian	5 cp/lb	1 sp/lb
Oil		
Exotic, scented	1 sp/gal	7 cp/gal
Inflammable	2 sp/gal	15 cp/gal
Lamp	1 bit/gal	2 bits/gal
Cooking	8 bits/gal	10 bits/gal
Paper	2 sp/100 ct	25 cp/100 ct
Rope		
Hemp	1 cp/50ft	8 bits/50 ft
Silk	1 sp/50ft	8 cp/50ft
Salt	2 bits/lb	4 bits/lb
Silk, raw	4 sp/oz	35 cp/oz
Spice		
Exotic	15 cp/lb	14 cp/lb
Rare	2 cp/lb	2 cp/lb
Uncommon	1 cp/lb	1 cp/lb
Sugar	4 bits/lb	8 bits/lb
Torches	3 bits each	1 bit each
Vegetables	2 bits/lb	5 bits/lb
Weapons		
Non-metal	Varies	+10%
Metal	Varies	-10%
Wine	2 sp/tun	3 sp/tun



Key

1. Caravan Gate
2. Caravan Way
3. Draqoman Station
4. The Lepidoptery
5. Grik's Weaponry
6. Parched Palette
7. Messenger's Mount
8. Devyn's Desertwear
9. Shining Sands
10. Agar the Coinmaster
11. Clothes and Cloth
12. Water and Jars
13. Crossed Swords Weapons
14. Paroosa's Earth Shrine
15. Golden Inix Inn
16. The Sleeping Mekillot
17. Goren's Stables
18. Mara's Armoury
19. Draqoman Headquarters
20. Stratyn's Tattoo Parlour
21. Artisans' Way
22. Karlen's Eye
23. Bloodletter's
24. The Wayward Trader
25. Khalbed's Kitchen
26. Stone and Mortar
27. Cutter's Chance
28. Veiled Alliance Safehouse
29. Sculptor's Square
30. Door of Drakes
31. The Dead
32. Gladiatorial Gate
33. Korl's Exterminating Service
34. Brickyards
35. Slave Pens
36. Beast Market
37. The Moontears
38. Rarvin's Wagonworks
39. Birk's Leather and Hides
40. The Brick Barrow
41. The Tarnished Cup
42. Stadium
43. Kalak's Ziggurat
44. Ezar's Storehouse
45. House Valex
46. House M'ke
47. House Stel
48. House Tsalaxa
49. House Vordon
50. House Vordon Office
51. House Shom
52. House Wavir
53. House Troika
54. House Ianto
55. House Inika
56. Inika townhouse
57. Tyrthani townhouse
58. Asticles townhouse
59. Minthur townhouse
60. Narissa's Colours & Scents
61. Sweetwater Inn
62. The Jade Jozhal
63. Sandstone Inn
64. Rhey's Apothecary
65. Athas Revealed
66. Blacksun Villa
67. Elven River
68. Elven Bridge
69. Elven Market
70. The Crystal Spider
71. Kalak's Demise
72. Shadow Square
73. The Screaming Cellar
74. The Red Kank
75. The Happy Dwarf
76. Twin Kanks Hostelry
77. The Rat's Nest
78. The Weeping Widow
79. The Drunken Giant
80. Midnight Sands
81. The Fortune Oasis
82. The Bards' Quarter
83. Hungry, Hungry Halfling
84. The House of Fingers
85. Inn of the Bleached Inix
86. Pterran ghetto
87. Herrix Silo
88. Old Tannery
89. Yoatu's Back Door
90. House of the Worm
91. Kalla-Kouro Bath-house Ruins
92. Council Chambers
93. Templars' Quarters
94. School of Thought
95. Girias' Residence
96. Templars' Metal Weapons Armoury
97. Templars' Iron Warehouse
98. Templars' Grain Warehouse
99. Templars' Stables
100. High Colleges of the Templarate
101. Obsidian Academy
102. Half-Giant Barracks
103. Grand Gate
104. High Bureaus
105. Bureau of Fields
106. Bureaus of the Arena and Public Works
107. Bureau of State
108. Hall of Records
109. Bureau of Trade
110. Bureau of Water
111. Bureau of Security
112. Bureau of Defence
113. Bureaus of Administration and Finance
114. Bureau of Mines
115. Bureau of Gardens
116. King's Garden
117. Inner Circle
118. Royal Baths
119. Springhouse
120. Royal Stables
121. Carriage House
122. King's Great Hall
123. Hunting Cat Lodge
124. Barbican Tower
125. Inner Garden
126. Observation Tower
127. Tower Bridge
128. Golden Tower